

The Man BAD DUDES ARE TOP HITS!













DUDES















f9.95





























ntents



Intro

The PC Engine is here. It is now available in the UK the r.C. Engine is nere. It is now available in the UK and it is going to explode like a "It bomb in the computer games world. Inside this issue we check out the CD Rom add on for the Engine and two of the games that go with it. Plus Weird Dreams and FOT— the two games that have been hyped out of sight this White. D Other deliver?

Fax

The revolutionary new Brainstick takes the strain out of gaming, Horrorsoit bring Elvira to life in pixels, and who won the Thuderbiade machine?

Weird Dreams

Weltd Dreams has nearly as much hype as the Bruno

Reviews

Federation of Free Traders is given a thorough g over by Paut Glancey, Populous scoops our Gan the Month award, and there are hits for Sword of Sodan, Hybris, and Gradius.

Big Screen

Ward R Street checks out Oscar hopeful Rain Man and the not so hopeful batch of new horror tlicks.

AGM

ils month Advanced Games Master reviews Leisure Sult Larry It, Titanious Adeptus, and the new Joe Deever fantasy role playing book — Slaughter



18

Werd Dreams has nearly as much type as the Sruno Typon fight, Sut is there a decent game in 17 We bring you the first review of the Motormouth game and also ofter you the chance to stop dreaming about owning a Sky Safelitte for you and your family.

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▼ CD Rom Revolution, P 106









A Vindicators - Domark's Aton. P 40.



CES'ers Palace

Highlights of the new games and gadgets on display at the recent Consumer Bectronics Show.

Matilbag

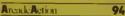
The Yab answers your questions about all things CAVGTeh

Playmasters

90

86

Julian Rignali's summary of the most useful hints, tips, and pokes around.



Clare Edgeley's low down on the latest coin-ops coming to an arcade near you soon.

Mean Machines

Exclusive first reviews of Gradius (Mintendo), Dragon Spirit, Space Harrier, and Vigilante (PC Engine) plus where to buy your PC Engine. C+VO's advice.

PC Engine-CD Games 106

Street Fighter and Hitsuko Mano — the first games on CD and the first reviews. **NextMonth** 112

Lots to look forward to.

Out To Luneli

John Minson laiks to the pirate killer Bob Hay — top man at the Federation Against Software Theft.

EDITOR: Eugene Lacay, DEPUTY EDITOR, Julian Rignali. ART EDITOR: Andres Walker: STAFF WRITER: Paul Giancey, ADVERTISEMENT MANACER: Gerry William AUSTRIAN STAFF CONTROL OF THE CONTROL Lord Clark. PAUS STEECHTIVE, Obbannic Cooks. COPY CONTROL: Lord Clark.

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FRONT COVER STEINAR LUND



is back in fashion, P 98



▲ The Brainstick P 8



nte — fighting in the

114



Machines C+VG Hit P 104



102,401

THE ARCADE COMPILATION OF THE YEAR Featuring:

RASTAN

- "Roofee to slick and computing

- IR SURCLAIR — So another spanior from Integries. You'll be a form

ARKANOID REVENGE OF DON # # AATOM "Excellent - can's feath to, factor excellent - can'

















8 SPECTACULAR GAMES IN 1 SPECIAL PACK

BARBARIAN

TARGET RENEGADE





Logo a Go-Go

Frograsius, go-shead company that they are, Domark are soons to be using a sew logs, because the thought the del five thing was be primary to look a list raff. Why are we chiller you deal? Wall, because they want you be imagasaire, C-W. Whatsiry and Park Stozahan will be judging the competition, and will research where has the better last printed as a list of the service of the properties of the propertie





Dit — you can put that phone down now—the Weinfylliach Compo frem ou January the Weinfylliach Compo frem ou January was the handle plan down US Gold galle person who chairs a person who chairs get the most vanga out at the letters in "Therefore Halles" and large resol was four letters by the propose of the letters in "Therefore Halles" in the propose of the letters in "Therefore Halles" in West Vortabries. Stephan cause op gall fine less when ZIAV words in colo who down of chairs are the contract of the propose of the letters in the color of the letters. The color of the letters in the color of the letters in the color of the letters in the letters in the letters in the letters in the letters.



Who You Ganna Call

Is That a Joystick or What?

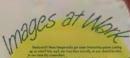
s of the most popular in living memory. d the C+VG Past Corrying Sparative was phi another huge sack of antres for him leval to due penthouse office Equelly was ace anvelops opener, Paul

sabead" Glandey who, as our ograph shows, was latting his work get him for ence.

so of him for ence.

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land R Type machine was also claimed
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ham in London. He was the women of
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November and December issues, in case

Never wondering to december seem of the december were wondering to detect the seeding of Tember model tank to the seeding of Tember model on the Op Welf point on the combat lank, KLease of the on I see New York to the Seeming Section 1991 Net Richardson & New York to the contract of the contract of the seeming the se Le on Tieste. Wall Nichardward of megham Philip Martindelle of Newton le lows. Chuun Ming Yoan of Spitendam g Stown of Nut. Damiel Resident Cobhen, y C Gorton of Kilmacolin, Christophe in Mingrand of Martindelle of State Mingrand of Martindelle of Marti





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Nightmare of

Cok Tells..

lour missions











Odd Balls

his four mates, you can take part in a two player head takes you. And of course, the 3D element means you



For those of you drumming your fingers, woiting for the arrival of Hawson's Cybernaid II on the Amiga and ST, the word is that they II be in the shops in April II be 16-bit versions will feature extra levels and weapons, and for by Hugh Binns, sound by Moniocs of Nose and programming by C64 Cybernoid hocker, Nick Jones Con't wait? This picey should what your appetite for the

raview next ish

A fine de material para sobre a qui de present para le ligit para l'Applica plantara prese un ben en qui des present para le litte plantara l'Applica plantara present de la marquir para l'Applica plantara present para l'Applica plantara l'Applica l'

at the start of suck ments. They distilling 0006 800 877, but be were well that the cost put menute in $\mathbb{Z}[p]$ P you give at oil-pack term [between figure and Sau, and all weekend], and they at put put time.

Fracy a peop behind the scenee of PST P4T Competerfiel and one world-be pressure to passe as expenses-paid day out in Landon and take part in a recording socious an flort they can have their velocit put in the PST II dust good, where it can be record PST players for all seconds.

a ill attention.
All pus basses de de le glass illusti 1880 470 (changed of the roots described observa) in bear on emande securities of the manadeness produit. That bear is the 17th above and by it is not extended to the 17th above and by it is 17th above and by it is 17th above the 17th above and by it is 17th as verter year in the harmonif measurants on the lack of the procedure of another device workings, in the arrians as white lack of the procedure of the 17th pROMEY REST (MONTO Co. * 100, PROTE COLET.) AND CONTROL OF THE PROMEY REST.

one or yes over I was own

grealty and insisting planets, and







Minds &

Here is a risin photograph of the C+VG Red Lads (and Lassee) sporting the very letest in handle of Sunrapz and take the turn of a shaped

30-32 Farrington Lann, Lendon, ECI R SAN









Psygnosis Bowled Over

When, et al, herebell certainly seems to be a grawing abundance of futuristic boll sports and the software scene these days. In fact, etc. that we make the seems of the software scene because Payanasis are releasing Bollistix on the \$1 and Amiga. The game is alleged to be a varietion on football

with multiple



accourrements, Including 130 pitches, multiple balls, bumpers, Haavers, redefinable gameplay and "much more!

CCNSC TO Thrill Domark's Ilcenses of the Atarl/Tengen coin-ops APB.

Jonan's Illonies of the Alani Ingen con-ops Arb.
Vocas and Tools are od enex, so so we want liet just one of the Alani Ingen con-ops Arb.
Vocas and Tools are od enex, so so went hat they have a so so control Alani sitest road.
In a facility of the arb.

And could be Denner, one of joint, famous Aston Martin Loss gives are 80 And, is soon to be making its but any serance on the Domark Lobel, in the game of the states tiffm, Lucens to 16ft. The game should hit the street just as the movie hits your cinema screens, which in Gregorian calendar terms, is June. Well be having a lot more information on that in an imminent issue, off wishes a knowing wink!

Seuck Pirates Outlawed



All you potential Shoat "Em Up Constructors had better worth out, because there's a pirate version of Outland's Aming at this verser's doing the rounds on the European pirate acrual! You don't core do you're you worth out the property of the features of the finished program, it also comes with a very nostly wins which is immune to most drivins likeling than, pady, after the program, a like comes with a very nostly wins which is immune to most drivins killent than pady, after the program, and the program of the progr

"But," we hear you cry, "where is the kosher SEUCK so we can satisfy our perfectly natural urges to build best-selling blosts?" The answer is that the program's foundth has been put back to late March or early April, to give Outlow time to incorporate a number of improvements.

REVIEW

MACHINES C64/SPEC/AMS/ST/IBM/ AMIGA

E SUPPLIED MICROPROSE # PRICE: C64 £14.95 CASSETTE, £19.95 DISK SPEC £9.95 SPEC +3 £14.95, AMS £14.95 CASSETTE £19.95 DISK. ST £24.95 # VERSION TESTED ATARI ST



Not content with the purely lifetike, militaristic simulations that MicroProse have brought out in recent times, Major Bill Stealey decided to toke a step out of line and introduce some of the strategy and quickreaction thinking that MicroProse simulations are renowned for and pump them Into on 'action strateav' game. The result? Airborne Ranger, on addictive game combining the best of MicroProse strategy with tast arcade oction where you control one of the troops belonging to that crack American combat unit who have earned the priviledge to wear the exclusive black beref

As the best of the best, you are chosen to singlehandedly occomplish





different parts of the world. Wolk or crawl your way Amongst the frozen wastes towards your objective, af the Arctic, you must beware the attfalls of walking on thin ice. In the more temperate climate of before each mission, thus Central Europe, you are faced with the prospect of frontine troops that the massed Communist hordes you could end up somewhere in the Persion

Gulf faking out a fuel dump papular with simulation where, If the enemy doesn't get you, the heat and fatigue atmost certainly will.

On each mission, you can choose from an Impressive array of weapanry and supplies three supply conisters that will be your lifeline on your mission, Grenades, magazines for your carbine, LAW missiles. kalfes, firme charges and first ald packs can all be selected to best suit your needs for the comina mission.

Once packed, you are flown to your destination in an Osprev alroraft, Havina parachuled safely down to of your presence terra firmo, the action really

twelve missions, set in three starts to hot up as you run. picking up the dropped supplies as you go. The

difficulty can be aftered offecting your chances of survival. However, those coming up against the best with experience con go for a higher risk and the greater along that ensues con produce. Alternatively, on return from a successful mission.

Although proving die-hards, seasoned orcade players will also eniay getting to grips with Alrbome Ranger. The game con be played as a fastmoving, hit-and-run action game, but players will soon missions was quite that will form the contents of find that it will require some thought and pre-mission planning if one is to succeed in achieving each objective. This is where MicroProse's reputation for excellence in strateav and simulation games comes in Often it is a matter of aettina to your objective in as quiet a manner as possible. thereby ensuring that the enemy remains unaware Опсе уоц'лауе

achieved your objective, you must make tracks for vour rendezvous point where you will be picked up by a waiting Osprey However, one word at warning - there is a strict time limit to each mission so, athough stealth may be Important, lack at time might occasionally mean having to run the gauntiet in order to succeed Are you man enough to handle the pressure?

The action is real - the suspense triggers the adrenally rish that starts your senses working overtime, Airborne Ranger is an addictive strategy game that will have you ploving over and over again in an effort to complete the next mission. and get book in one piece.

'Airborne Ranger is a move oway from the simulation side of MicroProse releases but is still a sten above the Commando style of shootem-up. An effective combination which should attract those looking for a thought-provoking game'

-TGM . an excellent gome with a first-class mix of strategy and arcade action." Once I'd learned that sleaith with a knite gets you further than blasting everything in sight... trying to complete the other compelling Alogme which needs coreful thought as well as great firepawer is revealed' - Crash

ATARI ST

- * GRAPHICS * SOUND * VALUE
- * PLAYABILITY
- 95% * OVERALL 90%

82%

70%

95%

MICRO PROSE

"THIS IS NOTAC&VG REVIEW"

The Ratings

When I grow a re work on post ratings

GRAPHICS Does the game look good to the sub-line shows. "Are the senter flickery" is the

SOLING)
Squared and music chies enhance is game and grown high manual. The sound neight manual the music or effects anyon, separaphilis

VALUE
WILLHAMS recruit we take you consider at
the price of the game, the amount of
constructments it offers, and the quality of

WAYS THE PICC'

The tolk you how addictive and expossible the game is the righer the richig the many playable the game is

OVERALL
The most important rating of all This is what we chine of the gainst as a whole calling may may provide motion all the other.

Smoke in short, now foods the game risk

The Marks

A C+VGMT*An out shouldn't be mased

70-85
A very good game that missed cut on a higher accolade due to minor

discrepancies. Should definitely be tried disough.

good Coold still appeal to fans of the genre



C+VG GAME OF THE MONTH

OPULOUS

C+VG HITS

DENARIUS
Brillant horizontally scrolling action in US Gold's progress

VINDICATORS

Tank it up with Domark's superb ST and Amstrad to the Asari connep.

SWORD OF SODAN

SWORD OF SODAN Large stand characters and brilliant sound are all part and parce! Il this HIT! beat 'am up.



HYBRIS Discovery's vartically scrolling shoot 'em up blasts in for a Hi' review

GRADIUS Nintendo owners shouldn't miss this excellent Namesk

DRAGON SPIRIT
A superlative PC Engine shoot 'em up — awesoma in e

SPACE HARRIER
Anothar PC Engine stunner that looks as good as it plays.





a Aborta del Se a frego de la constante del Se a frego de la constante del Se i con constante del Se a frego del Se a frego del Se BUGENE BUGE LACEY
Sugara has been in its witnesse between
1 is got than he can intendent abid
1 in its name ag given when he seen
in He ask our phay, and is stoo
polium; good areast intendent and it
20 years.



weld shing

When it dates to temperary goes not be a long at a long at a long at l









887288

 Rainbird ➤ 5T/Amiga £24.99, C64 Cass £14.99, Disk £19.99. Amstrad Cass £14.99, Spectrum £14.99.

TV exposure is a mixed supposedly whatting opposites

number of punters do ag into expect it to be a guiz like Trivial programme you proceed





landscapes are desert-like with

brightly coloured flying fish There are other scenes in the game — like the fairground, the English garden, the Musical Keyboord, Hall ar Mirrors. about beating a manster with a

But there is more to Wend Dreams than simple orcade

the puzzles are quite tough -

Some of the scenes in the nightmansh quality about them. The little girl in the garden far example So

against time, Should you Mirrors but it is only matter of

Weird Dreams provides a Hermonn Serrang had been to

chicken - like monster that

nothing for getting nd of the



FULL WARNING STATUS: CONDITION RED





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C64 SPECTRUM, CPC AND MSX

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What's new? There just doesn't seem to be enough dreams to small percentage of the

The game daes have several

- there are sust not enough

mawer in the garden and fish

That said, I cannot get away

stokes | am not sure you are **EUGENE LACEY**

OVERALL





Stop dreaming about owning a Sky TV dish. Stop dreaming about being the smartest kid on the block, or even down your street — the one with the wacky new TV channel.

Stop dramming about it and get down to entering our Weird Dreams compectition in which we will give away a Sky dish to the lucky winner. Five not quite so lucky runners-up will receive a blow-up fish to play with in the bath or, if you live in Grimsby, take to the football with you.

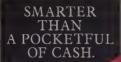
Ten even unluckier runners-runners up will receive a Weird Dreams/Motormouth T Shirt. How about those for prizes — weird, or what? All you have to do to win is send in a picture of your worst nightmare. Remember to write your name and address on the back of your drawing. We can only return drawings if you enclose a large stamped, addressed envelope. And if you don't have

Our poutliscious Art Supremo Andrea 'Scalpel' Walker will judge the competition and her decision will be final, Your entry must reach us no later than April 16 1989.

Entries to Ooooh What a Nightmare Compo, C+YG, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

nightmares just use your imagination.

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attributes. "Wow!" you're baby - there's mare.

Your ship is kitted out with a

from FOFT HQ and other feature as it was in Elite, but the range of cammodities is rather

line editor which lets you fill

what went wrong?

There's na denying that, on paper at least, FOFT pravides

everything — and I mean EVERYTHING — that a space simulation pilot cauld possibly simulated space which is the equivalent of 18 trillion light veges across. This space

16K of memory with your own computer programs written in

and receive messages to and

larger in FOFT, running to 28 rtems in six categories. The you would expect, and you watch, so there is even n timing element to trading

If you would prefer to live by









the loser there are seven weapons of varying strength connection to your ship's three wearcons systems. Some of the THOSE BOOKS OF THE PROPERTY OF THE Sand Dispensers, which lay clouds of sharp sand particles

some purpose in your life. Get on to Gainet, dial up FQFT and they will hunt through your records and give you a mission cade t, through the ranks, to admiral as you complete

to cut pursuing enemies to shreds drones, which fly at to shoot pieces of scrap metal at a target in front of you.

ready for action, it's time to get

musicas). Co-ordinates of your into your navigation conputer.

Selecting the NavComp displays a 3D map of the spirol ance you've finished spinning it around with the jaystick you location and lock in a course. prepare to enter hyperspace

space your 3D RADAR is lit up with traces from nearby craft The sconner is similar to the

one in Elite, with dats on coloured stalks indicating the The red traces are enemy croft and these usually show up on a doserve Warreno Rador as they

Combat is one respect to which FOFT does not resemble heavily flawed. First you have naturally you check your X5 magnification to get an magnification, enemy ships fly

and the edge of the score. sight until they break and stort your ship. Trying to place a because by the time you've swung ground to face the lover

blasts which are vapoursing your shields, the enemy ship is

incidentally because your ship doesn't fly fast enough, and the Time Skip interplanatory iump drive doesn't operate when vicinity! To do this, you have to systems and an info communications mode, which

the centre of the main screen. If VOLUMENT DE LE CONTRA LE LE CONTRA L ship into this sight, you are given its twelve digit Galnet 10 code, so you can contact him. you: select the main computer, type NET to select the communications software, key

in your own twelve digit ID, or alternatively type HELP then enter your name, press T to transmit, type in his twelve digit ID (you remembered to pouse





comi-intelligent computer simulation of an alien gossip.

ansmit type in his twelve digit ID (you remembered to pause the game and write that down, didn't you?). Then, IF you get through before he's blasted you ta fragments, you can indulge in conversation with a



have neither the space or the yardage of typewnter ribban to detail the key strokes necessary to buying a ton of ferrous metals (due: after getting into Golnet, it tokes 15 to buy then get back to the

spaceship, flying through interplanetary space you wouldn't see the stors move and in fact you'd have to be gaing flipping fast just to see the planets move in his quest far realism, the programmer

Almost good, that is. If only the problems were restricted to those described above, but alas, they are not. An inventory screen is always handy to have. In Elite there it is. As belits a mare "realistic" program, FOFT's inventary facility is mare difficult to access. First select

Galnet to evaluate the contents of your own ship is a mystery to ma), type in your twelve digit ID or type HELP then your nome, hit the I key and you're there. Only another ten key-presses and you're back to the flight window. Trading is an even lengther process, but I

the computer, the type NET

main screen). Look, I'm sorry to go on about this, but the computer is one of the gome's key elements and it's such a chare to use that it quickly becomes imitating to have to write down cades, tyr. Them out then wade through menus to get where you want to be. Realism also claims a victim dunng flight. If you were in a

has observed both rules, and the upshot is no feeling of movement at all. To get quickly, you're supposed to use the Time Skip Drive, but that deactivates as soon as a red blip appears on the RADAR and the abundance of enemy craft means you can only Time Skip for half a second before ▼ All systems fully functiona, cap'n







▲ Winging it over the surface of a planet you have to stop. To continue, you must destray all enemy ships in range, and I've already told you how difficult that is.

yau make is very slow. Speaking of slow, I might

mention the planet-landing

ne cessitates you taking a trip

down to a planet surface, you

are treated to a 3D scrollina

Virus-type landscape littered

with gun emplacements which

your ship. Your goal in this

take very accurate pat-shats at

section is to follow an arrow to

a runway where you can land

section. If a mission

and trade Unfortunately, to reach the runway yau have to fly at high altitude, doing very little opart from watching a distance meter counting down the miles to ga to the runway. This goes on for about five

> minutes before the runwa haves into view, then you have a frontic ten seconds trying to line up your ship (you can't control your speed in this stage) before you fly past the runway and have ta start

it really grieves me to have to criticise FOFT further, but I'm afraid I must make reference to the game manual, which runs to only 28 pages. This might sound like a lot to read through, but it leaves a lat of detail out, If you feel the need ta program the computer (I

reference information to help you, which is nowhere near enough. The monual also campares different types of engine and weapon using arbitrary figures with na units.

so their meaning is lost. The signs are that after mon months of thinking up brilliant game concepts and producing technically excellent grophic sequences, the final touches were rushed, ruining the game play totally, I'm afroid that the programmers haven't realised that the mare complex you make a game, the mare effort you have to put into making it easy to operate

Unfortunately, FOFT's ship systems are so user-unfriendly that it is a real chore to play. Even ofter a week of cancentrated play, I have yet barrier with this game It has to be one of the areatest disappaintments of recent

▲ Flying towards a planet at full speed (which isn't very fast, actually). but let's just imagine) you have would recommend any a whole six and a half pages of interested gamers to take a very long laok at it befare buying.

PAUL GLANCEY

1▶ GRAPHICS: SOUND: 69% ► PLAYABILITY: 46% 49%

► VALUE 44% ► OVERALL:

UPDATE

The Amiga version should be out as you read this. It will feature sompled sound effects and twenty tunes on a music disk, which should be on improvement over the nineteen unatmaspheric melodies which acampany the ST version.





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congentuations mortals. You have survived the perils of Castle Mammon. Now a boundless new adventure begins as you descend even desper into the dark abyse. Who knows what newly created retrors you may encounter as you enter an ever transforming terrain of thrilling combat. For this is the realm of EELS. Z_i in which you embar to the quest of your life in search of a magical prize of great worth: "The Ring, of Allison."

Again your journey begins peacefully in the Black Claw Thorn, when saddenly a fraught figure burst shrough the door. It is the Souverr Allion, the baseds this fewall powerful Wisard Rings, anached from his very finger during the night by Domon Prince Naddis Bak Rapscallines. This princ they have beene off and hilden deep within the man levels of the Diggs Mane, a need to once the section of the endless Diggs Mane, a need to once the Section of the endless

Allion needs you to rescue his rings from those forbidding depthe and return them to him. But fit a race against time, for the dreaded Death Watch Patrol is constantly at your heefs. You have but minutes to ind a Crept of Sanctuary before they track, you down. Escape with your booty and Allion will shower you

Tread surefully champions, fix new horrors prowl the chill shadows of this freshly unearthed domain, a labyrinth that magically changes shape every thirty days. But you are not alone, for Allion is with you in spirit, telepathically guiding your blade.

Will you emerge triumphant? Or will you be swallowed for exercity within the winding belly of this tofinite mase?

Step forward. Answer the call of Allion and descend deeper into the darkness.

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dividends. While the gameplay itself is very deep and has many, many facets, it's very easy to use and gives a feeling of total control and freedom within the gome

The graphics and sound are excellent, combining to create a canvincing almosphere, and the whole thing hangs together to produce one of the most addictive games I've played in years — I was kept glued to the Amiga for hours on end when I going back to it regularly for

The difficulty is heartifully set to keep up a constant challenge, and the

unpredictable nature of the comeplay makes sure that there's plenty of nosty summises. two-player mode (via modem or dotalink cahle) giving lasting appeal that should run into ▼ One of many aplian screens

of the best games available on and esotenc, but thase willing games to appear on 0

I'd class Populaus with The Sentinel as a classic computer

It's divine in every sense of

JULIAN RIGNALL

IAMIGA **I** ▶ GRAPHICS

▶ VALUE

PLAYABILITY

IN OVERALL 96% UPDATE

Only on ST version is planned at the moment.

ta the Amiga to all intents and purpases







▲ The robot snake — one of Denaris tougher appo



operation neptune









The tranquil surface of the Recific Occan belies the battle of wits taking place in the world's last unexplored turnfox. A perfect indireplace for a determined enemy, or is it? Your jet-bice and technologically deviated between behauld help, the three are off the energin fewer in desize, likes of Commandation to be indicated out in the natural predicts of the deep just waiting for a testy snock at the first snift of blood So cheek your owgean supply, and so if the deep just waiting for a testy snock at the first snift of blood So cheek your owgean supply.

Atari ST, PC, Amiga £24.95

CBM64, Amstrad £14.95 (disk), £9.95 (tape)

INFOGRAMES, MITTE HOUSE, ABBEY ROAD, ENFIELD, MIDDLESEX, ENT 2RQ.





they've ever dane Titan is almost the exact

opposte of what you would think # is from the title in my mind, the title Titan automatically made me think of something very big and imposing, like some hideous

alian farce about to take over the galaxy Titan is on eight way scrolling Breakout various

You cantrol a small black set in the middle of the screen which is positioned samewhere within a maze of backs. Some of the bricks are destructible Some of the destructible backs discoppear when you run into them. The other destructible

Eosy is to a big a word. If I said that I got to level those without actually maving the joystick, I

wouldn't be lying. Graphics are pretty bad on all formats. The screen scrolls at a very fast, smaoth rate. This wouldn't ba a bad thing were it nat for the highly detailed backgraunds, causing quite a witnessed it The Amstrod graphics ore, funnily enough way, way better than the Amiga's At least the Amstrad version has got colour. The Amıga verson is, believe it or not, more or less manachran

Sound is blip-blip-blip on the Amstrad and some 'heard it bafore, probably an another

Breakout game' drum samples As a game it's far too fast to ba playable. Not fast as in lovstick wrincking, but fast as in

help-I-don't-know-what-I'm doing' fast. Dull, Banng, Badly

Programmed, Unplayable Graphically and Sonically Average, DBBPUGSA, If you take some letters away and change a few, they make the word average Says it all

TONY DILLON

▶ TITUS ▶ SPEC CASS £8.99. C64 CASS £9.99, DISK £14.99 AM CASS £9.99. DISK £14.99 ST£19.99 AMIGA PC £24.99.

Here's samething you don't normally see An anginal Titus game This game is not a rip-off of any recent arcade or popular computer game in a way it's a bit of a Breakout clane, but only in the most basic terms. The sad fact is, it's miles warse than anything else

▼ Patterns change — but meplay doesn't



▲ The skulls spell death. bricks have to be destroyed by other means What ather means? The mast innovative game ideo ever You have to hit them with a ball. A ball is

normally found bangir ground somewhere in the maze You have to baunce the ball aff your bat in such a way that it hits the bricks and destroys them. Knock out all the bricks and it's on to the next

There is only one way that ve came across where you can octually lose a life. Little skulls can be found knacking about an later levels Should you or the ball touch them, you ose a life. The funny thing is, they dan't start to oppear until Sevel four, which kind of makes levels one to three grittle easy.

AMSTRADI **▶** GRAPHICS 68% **▶ SOUND** 60%

▶ VALUE 67% **▶ PLAYABILITY** ► OVERALI 57%

AMIGA **▶** GRAPHICS **▶** SOUND ► VAILIE

▶ PLAYABILITY > OVERALL 37%

UPDATE

All versions will be on sale in Morch apart from the Speccy which won't be ready until May.

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eviews

DOMARK > SPEC/AMS/C64 £9.95 > CASS, £14.95 > DISK, ST/AMIGA

At the lost PC show, Domork pulled off a very neat deal with Lengen, Atan's coin-op division, and secured the rights to five of their newest gomes: Xybots, Taabin', Oragan Spirit, APB and Vindicators — which

is the first to oppear.

The Vindicotors com-op is one of my favounte arcade machines, and I've been worting for the computer versions to appear in the hope that they're fauthful renditions of the angined machines. And I'm glad to say that the ST and I'm glad to say that the ST and

The game is set in the far future. The all-powerful Tangent empire is slowly and inexarably conquering the galaxy, and the any thing between them and complete domination are two brave on heroic tank commanders, who we decided to take an the might of the whole empire

single loaded organisation is single-loaded organisation is speed over fourteen different space stations, each one comprased of the levels. The objective is to anter each station and destroy its control centre studied on the fifth level. In the Journal end to the fifth level. In the Journal end station and destroy its control centre resides the Tangent Dos., og joint sizual-ties mostler that hos to be blown word to sove the adolary.

one or two-player mode is selected. After that one of three starting levels is chosen, which has an appropriate points and star banus awarded depending on the difficulty selected. If left you more about stars in a mitute. When a level has been

when a level has been thosen, the oction begins. The proceedings ore seen in force perspective 3D, or bit like Gounilet, with the tanks moving up the screen blosting eventhing that moves. The



The Amstrod Bife screen. Is screen scribl seriously, and olso herizontally if the play once is which then the screen. The stations or all well seriously the stations or all well seriously the stations or all well semplecements nod enemy tanks originate the structures and attempt to wear down their feel is supplece with repeated this. The tanks con shoot back to out the opposition for ports. On later levels super tanks, fying soucers, huge gun emplecements, mines and electical barriers are

system, moking the going very tough indeed.

Stars ore found scattered liberally throughout the space 3 station, and can be collected and used to buy extra features for the tank — which are vital if





ATORS

the mission is to be completed lyou can get up to 40 stars of you start an a higher lever? There are a wide cange of power-ups, shellds being the most useful. These lesen the effect of a ht — although are themselves depleted, requiring extra shellost to be abouth.

os well as armaur plating the only thing missing is turnet rolate, which is impossible to

Haming missiles and bamb connons are available, a mere five stars for ten af each, and are very useful when you he strong apposition. Haming missiles whitz around abstacles and carriers to hit heir target, while bomb

▼ A single Amstrad took attacks



▲ Pick up the key and go to the ext

which decimate everything within the vicinity of its impact zone.

Stars can also buy warps to later levels — and give banus paints into the bargain. Shields, bomb cannon, haming missiles and extra fuel

capsules are also found dath around the place, and come very useful when times are

* Heading for the exit.

the end tough

tank commanders have to locate suffer a red or blue key, which open up the exit parts to the next level 3 as soon as you've potent of the next level 3 as soon as you've potent of the next level 3 as soon as you've potent of the next level 3 as soon as one of the next level 3 as soon as one of the next level 4 as deployed, and extra fuel 1 added in reliablo to 1, to the more you score, the more fuel added to your supply. After that the power-up screen is deployed at the plant of the power up screen is deployed at the plant of the power and the soon as t

On every tourn level is found the control centre entronce, on orange building which the books enter by blosting a hole in the side. Once inside the tonks are give a short hime femile to callect any power-up goodies within and bed in high refrect to the exit before the whale place.

explodes. The multi-limbed Tangent boss lives an the last level, and puts up ane hell of a fight as he and the tank commanders slug it out in a finel do-or-die confrontation. It's a tough fight, and be prepared for a rather

The ST version of Vindicator







is a stunning copy of the identical and plays brilliantly

I especially like the massive

The gameplay is excellent;
it's challenging, tough and very
addictive, and the two-player

made adds that competitive Amstrad Vindicators is also

brilliant, with great graphics, combining to give one of the best games available on this If you want a stanking good

JULIAN RIGNALI



▶ GRAPHICS 88% **▶ SOUND 86%** VALUE 80% PLAYABILITY 89%

UPDATE

Spectrum, Commadore ond Amigo versions should be ovollable by The Amigo Incornation should be the best of the lot, with better graphics and sound and

AMSTRAD

SOUND 81% VALUE 81% ▶ PLAYABILITY 87% OVERALL 85%

smoother scrolling. while the Spectrum and Cammodore versions ore expected to retain the playability of the Amstrad version, but have warse and better graphics respectively.
NB: BOTH GAMES ARE



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▲ Sodan features huge characters



▲ The biggest bad dude of all fills the screen.

Sword of Sodan is a hack and slay arcade game in the grandest of styles. You start the game by selecting either a male or a female warrior as your on-screen persona they have identical fighting

is one such magician, whase latest victim happens to be your poor old dad! So, it's time

to get the ceremonial sward off the mantlepiece and sally forth ta Zara's city, hock your way through his nosty lockies, finally to enter his fortress. Costle Crangamoor and do battle with the man himself thus avenaing the death of your

abilities), then BOOMSHANKA, there you are outside the walls of the city. Have a quick look at the map to check where you are, then you're off

Your repertoir of fighting manaeuvres is limited to high, middle and low swings — no

Barbanan-style flying neck chaps, unfortunately --- and being a lithe young barbarian, you can evade blows by leaping and ducking. Each enemy you came across has a small energy bar at his feet, and each hit you manage to score knacks pixels off the bar, until it disappears campletely and your enemy keels over, dead. Your warrior is similarly equipped with an energy bar, as well as a supply of lives which can be replenished by picking up items left behind by The little old man with his I deadly web.

recently decreased enem Other collectables include Magic Zappers (essentially smart bombs), magic shield and increased hit strength. You can hold up to four extras at ance and activate them individually using the function keys. The extres have to be used sudiciously, as certain nosties, particularly the magic users on the later levels cannot be beaten without help.

Zora's hench-beings come in numerous forms, starting aff as lance-welding soldiers, then armaraured axe men. followed by club-bearing giants. As you approach the costie, you're faced with sconpion-Irzords, vamit-spitting ghouts and, in the castle,

Same of the scenery is just as dangerous. Level two is played on a wooden bridge which has mental spikes popping through it at regular intervals. Even



larger spikes make an appearance on level six accompanied by lova bails which scoot along the ground, stone calumns which drap down from the ceiling and moving stepping status which

cross pits of flame. Getting caught out by one of the soikes is pretty impressive visually — the screen shows the borbarian being impaled through the chest! There are ather gory touches throughout the game, the most spectacular

one that I've seen being the decontation of the most at the end of level those. There are also blacdy sourts accompanying succedul swand blows, and sampled moons

from dying solidiers. Indeed, the Amiga's sound and arpohics cannobilities are used very well throughout, the former being put to wark on excellent music, sampled sounds and vacal hints, and the

latter producing huge

calcurful sprites and lovely. ▼ Ouch — a spike gets Glancey from below







▲ The eerie castle — your final destination

parallax -- scrolling backgrounds. The animation is slightly ropey, but I'm a tolerent sort of blake, and it soon

became unnoticeable There are one or two gameplay bugbears that I would gripe about though. The main one is the length of some of the early levels, which, once mastered, take no time at all to complete. The shart playing time is offset by lengthy pauses between stages, dunng which the next part of the game laads from disk the man is displayed, and you're given a piece of paetry describing the way ahead All fine the first time around, but when you've played a few games and are keen to get an, it becames a bit | A SOUND:

of a pain. My ather complaint is specifically to do with the traps which appear on level six These toke the form of pits which appear out of nowhere. swollowing your warrior before you get a chance to

take any kind af evasive action Aport from these two things I was well pleased with Sward of Sodan. It's not a complicated game, nor is it terribly difficult to play (things

dan't get difficult until level ▼ Serpents of the trees

eight) I doubt whether it's worthy of the title, "best Amiga beat'em up" — IK + is a mare pure example of expertly-digitised violence but it's vanety kept me at the jaystick, and 11 stick with it until the end is in sight. Real case-hardened worners may had their £25 worth, but anyane in the market for a playable, visually and sonically impressive game would do well to check this out

PAUL GLANCEY

- AMIGA **▲** GRAPHICS 86% 89% ▲ PLAYABILITY: 83%
 - ▲ VALUE A OVERALL: 85%

UPDATE

There are vogue plans for the ST and C64 versian of Sodan, but don't expect them for at leost six manths.





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MASTERTRONIC ST/AMIGA £9.99

What is it with beautiful Pnncesses? They're always getting themselves kidnooped gren't they? And then some poar ald hero has to ask he neck going to her rescue Well. guess that's happened in Mastertranic's lotest 1.6-bit budget title A Princess has been abducted and a hero is required to save her harm And that hero is you, and the Princess in question is

defence devices. There are four basic hazards to get through, before reaching the

which are even tougher. First up is a chase throu densely-packed asteroid field The action is viewed in vector graphic 3D, and the objective is to whizz through the boulder-strewn spaceways

sogceships. These blue craft oppear one at a time and are simply blown away with one well-aimed blast of laser fire After that comes a lessurely The ideo is to quide the ship through a series of gates, which sounds easy enough, but unfortunately the ship's speed can't be regulated and

left or night far enough to get

he deadly Disgusmatrons'

▲ Kerr-rash, bank, opps last level, hitting anything

ship's ten shields hyperspace jump, where the hero flies the ship through a fong tunnel mode up of sauares. Fly through the squares and everything is Ok

Fly outside and it's curtains! Finally, the ship zooms down obstacles and blasting Disgusmotron ships. When five have been totalled, the game returns to the first level, only it's

In principle, Chasesounds like it might be quite o neat little budget game, but unfortunately it's locking in mony greas. The four levels are very simplishe, and annoying quirks like the lack of a speed control on level two and Discusmotron ships that seem to be flying outside the tunnel an the lost level are very

The gomeplay is limited, and once you've been round the levels it oll gets boring. The vector graphics ore smooth and fast, and the 3D update convincing, especially in the tunnel sequence, but in the end they're wasted on whot's an ultimately shallow and tedious game

JULIAN RIGNALI

through the next gate Like the

The gome is set a few millenia in the future, so instead of going out to rescue her on o trusty steed, the hero thunders off in a fab 'n' groavy racket ship The evil swines who're currently holding the Princess captive are the Disgusmatrons, and they have all sorts of horrible and nosty things to da to her ... So you'd better get your skates an burley!

straightforward nip in, nip out affair, and invalves negatioting



▲ Half the price of elde -- 1% as go

V If this is 16 bit budget — showe it SCORE BOOKS

GRAPHICS SOUND VALUE 42% PLAYABILITY 43% OVERALL 43%

AMIGA GRAPHICS SOLIND 56% 42% VALUE PLAYABILITY 43% OVERALL 43%

UPDATE

No other versions ore plonned.

Remember...





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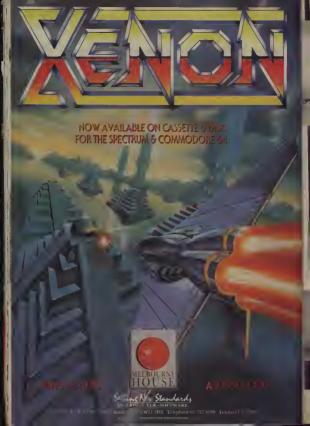


TENGEN





1908 TENGEN





▲ Get ready!

and Arriga gamers? The first thing you notice about the Amigo version is that it fills the whole screen. No tiny postage stomp-sized window through which you view the play. The 3D effect is so much more effective as a result of filling the screen you really feel like you are

Space Harner is a very as passible on the way, and see if you can slav in the air as

rights to Space Marrier and carried out a remutation as the leading com- on converter of thetime Three years on and the 16-bit versions arrive. Will they still thrill the way their predecessors did or will they appear too simplistic for ST

simple 3D shoat 'em up. Get as far as you can, destroy as much



and you the Space Harriard enter into "mortal cambat with these "aliens of another planet'

Basically — just jump into the air as the machine yells "get ready" and start blashna. Just speed on the trigger and nifty man ceuvreing of your

character are what is required to dodge the oliens At the end of each level is a nasty — the first one being a alant dragan recavinna seament by seament destruction of its ugly, writhing

Later you come up agoinst dragans. There are no real rules with Space Horrier which is one reason I am so keep on it It is on entirely unpretentious computer game full of weird and wocky noshes. Altogether you have ten levels to deal with in this Amiga version — the same as the S1

They get tougher as you go speeding up - sa that it is gaing to take you guite a while Space Harrier fans will be

well pleased with the 16-bit

Eugene Lacey

AMIGA

I ▶ GRAPHICS I ▶ SOUND ► VALUE

► PLAYABILITY 83% 82%

81%

80%

▶ OVERALL Update

C64, Spectrum, and Amstrod versions of Space Harrier are available an Ellte campilations. They will alsa be out on the budget Encore label of £2.99—though probably not until next year. ST and Amiga versions are naw in the shops and a PC versian will be launched later in the year

the game occelerates. Fitte

£24.99

Space Harrier was one of the first Sega set down and ride as you blast games

It shook up the arcades as much as the players who played it, as the hydraulically driven coin- op didn't come cheap An upright sland and saon followed and the game became one of the monster arcade hits of '86, Sega quickly realised that they were onto something with hydroulies and following up Space Harner ith classics like Afterburner Elite arabbed the hame



▲ Blast and stay alive



auality of its 3D routine and its sneed. For these reaso people scoffed when Elite attempted to code it an 8-bit machines Those people lived to eat their words then and any honest apinion of this version has to be that it is an excellent The speed and the slight

It either works or fails on the

feeling of air sickness are all way around the screen with his heavy laser resting in his arms.

Harner is emphasised when you read the stary line All you are told is that the Drogon land is occupied by arbane and evil escatures"

PREMIER MAIL ORDER Megasave (FORMERLY TRYBRIDGE SOFTWARE) \$2 ABOM. PC. 158 Biologicals Sold Services Sold A STATE OF THE PARTY OF THE PAR Unit Separation of Mary Conference on Confer Committee of the commit 1040 5.00 C7 E0 340 5.77 E 0 EM 5. #050 #211113 #050 #211113 1 86 890 895 2 99 8 95 1 98 Degree Horie Colon Till Compley Pighan Palason (PT-12) Pighan Pi ### 12 ### 1 ### 242 # 1230 035 035 035 111 115 96-95 11 96 11 95 11 95 11 95 11 96 | Description | recent of the Lates forced of the Lates forced for Egross Part 107511 State 1 95 0 85 11 95 0 95 12 96 James B. Auc. b. Cologlino, Spensor Heart, Introduce Bard States, Introduce Bard States, International Section Microbial Microbial Section Microbial Mi 000 1290 090 090 096 1186 1186 Charles Company Compan Secretary Committee Commit 11.00 Section of the control of the contro 0 05 0 00 1 10 10 6m ex 2 95 3 66 1 65 1 85 1 46 1 96 1 95 - 40 H 47 H 18 96-18 95-18 95-18 95-11 85-10 88-9 95-9 95-10 98-8 95-8M 300 1/0 100 140 100 CARE OF THE PARTY NATIONAL SECTION AND ADMINISTRATION OF THE PROPERTY OF THE PROPERTY OF THE SECTION OF THE SECTIO 118 000 025 010 000 045 175 175 180 081 150 080 110 740 10.00 10 10 10 12 11 12 11 12 "" MAIL SOFT "" SIMPLY THE CHEAPEST MAIL ORDER COMPANY *** MAIL SOFT *** 1 95 J 39 1 70 T 99 1 70 T 99 9 96 18 45 8 96 8 90 1 90 2 90 925 2741 935 139 935 849 Selfman Sile Severy Dr. Lerigo Se/Selfe Share pair 35-30 Share Self Space Self Space Self | Fig. | Sect. 500 500 105 905 905 1000 006 1000 10 110 1140 System Control of Systems (Systems Control of Systems Control of Syste 000 0 to 100 10 to 100 10 to 100 12 to 100 100 12 to 10:35 2:38 6:31 0:39 111 16 90 16 90 16 75 27 CD 16 90 16 50 16 16 10 90 16 80 10 90 90 16 90 16 90 16 90 11 60 16 90 16 95 18 90 10 96 18 90 10 96 18 90 10 96 18 90 10 96 18 90 10 96 18 90 Out or Comment | Fig. Street | 17 80 18 18 75 17 80 1 80 50 80 18 80 16 80 17 80 80 17 80 80 17 80 80 17 80 80 17 80 80 17 80 80 1 Burnt Mills, Basildon, Essex SS13 1BJ. TEL: 0268-590766 These offers are available MAIL ORDER ONLY, Asses titls talk and and decompts, where calculate 128 are to: 20 90 22 90 22 90 11 30 11 30 12 90 11 30 11 30 12 90 12 90 12 90 12 90 12 90 E on one in limitage of the out-artificed obsessor part not not company word on the lower ground and are will through the prices, here does not apply to artifact company appendix form, it is default to price and the prices of the prices of



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These of procedure on a 16 bit mechanism and here pend the last year decrying the lock of a good should may give about a good should may give about a good should may give a good should may be a good should be a

After you've chosen to be either commander. Maverick or Lovett (this makes no difference to the gameplay, but in case you're interested Lovett's a member of the farer sex) your ship is lounched onto a semi-trapical landscape. At this point two things homes a wild the sex and the sex of the sex of

At this point two things happen, a pulsoting soundtrack bursts into life and you're immediately set upon by the first of many flying and A Fire flak wall directors.

Although there are only three levels to be negotiated (the second is watery and the third appears to take place obove the internal organs of same massive monster), they're

hme to complete. but not if you shok with the standard wedgens system.

at regular intervals in the far af numbered icans (wait for i — ane to five), and when the camplete set has been









presentation was a little natt-

callected for a banus of 5,000 ▼ Nice congratulatory screen

CIARAN BRENNAN



AMIGA I

A Power up No. 2 222 comes into

TIONS BRAVE COMMANDER TED FIRST STAGE HE TRANSPORTED TO THE SECOND.

HATCH OHT

SUBS?

COMMANDER E. LOVETT

UPDATE

IBM and STawners don't have too long to drive through the Hybris scralling londscope, as both are just reaching their finol stages of development and should be available soan after you read graphics go, It's still uncertain as to whether











BALLISTIX Its a whole new balt game!

Sick of silty ofd soccer? Tired of pathetic probable? Then you need a dose of Ballist - me tablest, wacklest, toughed ball game yet to appear on a computer Ballists us explodes with exchannent, puzzles and an amazing 130 different screens of lineatic oction.

The arm of the game is simple, score more goals than your opponent to win the match Doing it is a different matter as splitters till the screen with dozens of balk, tunnets hole them from your, bumpers bounce balls all over the whole, fandship red errows speed them up to almost impossible velocity, magnets pull them away from your control, and much, much much.

Ballistoris incredibly flexible, too You can play against the computer or and her player sat the spend if you can't stand the pace, delive where the balls are held and their validory, not's up boruses that will get you ent's goals and then, at the end of an exhausting game, sat your name in pride of place on this high-score staller And it's all played to the occompanier of a throbbing sound-track and a crowd that applicutely your every goal.

Ballstix is definitely not a game for wimps. It's tough tast, challenging and incredibly competitive - In fact, It's just the kind of game you like.

Two joysticks required for two-player game

ATARI ST/AMIGA - £19.85

Screen shots taken from the Amiga version

PSYGNOSIS FREEPOST LIVERPOOL L3 3AI UNITEO KINGOON Tel: 051-207 0825







Slop me if you've heard this station, "I'd like to report e murder, 'he says. "Who s lhe victim?" the desk sergeant asks "I em" gasps the man.

It sounds like a icke but for serious. The university lecturer has just discovered he s DOA — Dead On Arrival (15). A slow ecting poison gives him just Iwenty Igur killed him and why

Quad isn't having a good time. One of his highly talented but highly strung studente takes a suicidal dive right by his window. His wife gets her head split open by an unseen intruder And when Quaid decides the murderer is enother student, deffy Med superglues her hand to his wrist on sha card occane

Well, maybe it's not all bad! Together they escane from the police, who have made his wife s murder, and sel oul to lind the real killer. While the plot, based on a 1943 tholler doesn't stend up to much investigation, the cast is good and the direction, by the people who brought us Max sombre DQA is alive and kickinn.

I'd rather be in the dead of night than name to a Tequita Sunrise. This promisingly exclic cocktail of a thriller ends up a simple cock up!

It is another odd couple cop movie, in which Kurt Russell is a police officer and Mel Gibson plays his former friend. straight. The two ere brought back into uncomfortably close contact when Russell is ordered to trap a mejor drug Irafficker colleague of Gibson's

The third ingredient in the brew is Michelle Pfeiffer as the restaurant owner whose affections away between them Should she date dope dealing Mel or is clean cut Kurt just courting her because

ehe's a source of information. If the plot sounds tamilier it's because a similer sel-up appeared in Extremo Prejudice, an absurdly violent Ihniler lesi year Tequila Sunnse is lar more intelligent, bul it spends so much time staring into the bottom of its glass you may end up wishing pyrolechnics to elleviate the

For an even unlikelier



Good films, bod films - twin sides of the coin . . . ond only Word R Street con tell them oport.



learning try Twine (PG).

them epart) Naturally nature couldn't nurture such an inspired are products of a genetic experiment to create a super-being Bul insleed of one baby if produced two-

Schwarzenegger end Danny

DeVilo (Arnold's sightly [aller

end guess who draw the ▼ Warrd Iwins — DeVito and Schwarzeneoger



A Working Gut-guty career onto

dreas? While Amie, the Apollo. grew up in a tropical paradise, swellered in the sweel box of life, becoming a small lime huslier with big time debts end even bipper guys after his hide Luckily Arnold is bigger twin's doorslen

Unfortunetely for Twins

there are two pairs of waters credited for the script. While the scenes between Schwarzenegger, showing he has a talent to do more then flex his muscles and snad and DeVito as deliciously sleazy as ever, ere often funny, there's a ridiculous tholler pici which detracts from along at a snails pece Perhaps they should have mede Iwo movies from Twine!

Working Girl (15) is every bil as fencilul, though it concerns two women. Melanie Siggurney Weever takes time off from those Gontlas in the Mist to be her boss. What

On a skiing holiday, Weaver breaks her leg so Melanie takes the opportunity to put a few of her own executive schemes into operation. Her milion dollar deal is Prince Cherming himself Herrison Ford, who finds himsell Jelling for Melenie's plan and Then for Melanie Bul mevitably things go wrong when Sigourney

secretary's ambitions meenwhile Melanie discovers thel hendsone Harrison ie her bass's beaut The hitchy boerdroom battle that ensues loses her job. While it doesn't alwevs work, Working Girl is still a neel little comedy Nooody could eccuse The

Adventures of Beron Munchausen (PG) of being end rambling tale cost tens of There's little evidence that env of it was spent on the story Munchausen is a legendary

German liar and Terry Gillier of Monty Python animation Time Bendits and Brazil feme hese tall tales to the screen. In some ways he's the irleat person. Munchausen's mad adventures are elways on the grandest scale, and Gilliams wild visual imagination is well suited to his surreal doods Bul despite the speciacle if doesn'i hang logether

Wer is raging and the Baron insists it's because he and his servants relieved the sultan of all his gold. So he sets out to





find his odd friends and raise The stege, searching the moon and inside a whale before they're all re-united

There is no end of talent in the film, from Eric Idle as Berlhold, who runs so fast he has to wear iron halls mund hts ankles. In Robin Williams as the king of the moon. whose body and head just don't get on See it if you like speciacle — bul I'd be lying if I said you won't risk occasional

The secret of good movie making is not throwing money al the screen but telling an actors. Rainman is just that, Two brothers, long separated, cross America logelher, and Ihanks to Dustin Hoffman and Tom Cruise il s a wonderful trip, often lunny, sometimes

Cruise is an embilious young business man with big money worries while Hoffman is mentally disabled and unable to relate to the real world except through a senes of closely regulated routines and ntuals

When Cruise learns of his brother on the death of those father, he realises that the only way he can gel his hands on the old man's money is lo lake Hoffman Irom his mentel hospital home and 'adopt' him This cynical kidnapping eventually turns into understanding as the two Iravel across America Rainman is raised above



▲ Hoffman and Cruse in Oscai opeful -- Rouse

the sentimental or bleakly depressing by the two superh performances, Cruise all croaking innocent Director Barry Levinson follows Good Morning Vietnem with a movie you shouldn't wait for a rainy day to see.

There's dirty doings in both Scandsi end Dangerous Lisisons, so decide whether of the 18th century or 1960's Either wey it's pretty racy stuff Scandal tells the tale of the Profumo affair which, in 1963, led to one man's suicide, helped bring down the government, and made a

young ledy called Christine Keeler a household name thing from an ordinary

background, was picked up by Slephen Ward, an osleopal Ward invited her to live in his fial then introduced her to the nch and lamous. Whal ensued is still fairly scandalous Ioday be shocked at the way the establishment made Ward a scapegoal for the whole affair.

Ian McKellen as Profumo and



looking uncannily like the onginal, Joanne Whalley-Kirner as Christine A Typocrisy Of course the French have

always done these things with lar more style even back before the revolution set heads rolling. Considenno the Vicomie de Valmoni's dangerous liaisons, maybe They should have chopped off

Based on the hrt stage play. Les Liaisons Dangereuses this is a superbly entertaining Tale of bed-hopping by the picture of corruption as he

tries to violate a viduous young woman to win a bet with his former mistress. The cad! John Melkovilch (Empire of the Sun) plays the count with lips, and Glenn Close cets involved in an even more deadly affair than Fetal Attraction, Even if you don't normally like coslume dramas consider a dangerous liaison

of vour own This month's horror movies are a fairly shoddy bunch, of which Fright Night - Part 2 (18) is probably the least worst Poor young Charley Brewsler is seeing vernares and werewolves again, despile psychial ric help. This says very little for American shrinks - They lailed to help the voung protagonist of Phenlasm 2 either a couple of TV horror show host Roddy

McDowall is back too, as Peter Vincent, the limidest hero ever lo stake a vampire. There are some good effects but the whole is less than the Al least it's more coherent Ihen The Unholy (18), a

religious rubbish in which young priest Ben Cross suffers at the hands of the lemplations of the Cross are supposed to be his secret desires, in which case he should never heve become a priest in the first place

The Moderns (15) is by far



Loshings of tomato sauce in The

the most interesting movie of the month, though this tale of arty opines on in the world of painlers, poels and wnlers in befor everyone its evocation of that crazy decade and the eccentrics who made it so important is pappered with brilliant performances. A truly magical movie from Alan Rudolph (Trouble in Mind)



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E9.95, Disk E14.95. Amstrad Cassette E14.95, Disk E19.95. GAME OF THE MONTH — C&VG

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manth Advanced Games Master has a wealth of computer role playing and adventure news. Keith Campbeil discavers the risque delights of Leisure Suit Larry II, Wayne finds a good rale playing baak in Slaughter Mauntain Run and we bring you all the latest

Robo-Combat

tanks

various planets by the ultra

you can get a full scale war.

going on your living room

straighforward, totally

prove difficult to master

modern equivalent of massive

The two games have been

table! Although both games are

inexperienced players should not attempt them, because the

However, if you have already conquered the Rattletech enough to give these games a

try. They don't come cheap

though, selling for a princely

Rattletech manufacturers -FASA have released two new products, namely Renegade Legiga and Renegade Interceptor, Although not Battleteck Supplements, these created in be used in

two new releases cover the same consunction with each other, so hi-tech form of gaming that fane of robotic combat will appreciate.

The games take place in a futuratic setting, which has are two groups of opposing forces - the Imperial Empire and the Renegade Legion on. Of course combat is the name of the game and this is carried out either in the airless void of space by squadrons of advanced stace fighters or on

▼ Battletech Sequel — Renegade Legion πρε for



Warhammer Doubtful

Warhammer the computer game is unbkely to see the light of day in 1989.

The hit fantasy role playing board game from Games Work Shop was supposed to be converted by Activision - but no work has been carried out on the same and it looks like the Reading based company may have lost the licence. Games Work Shop

spokesperson Andy Jones told C+VG "The Arrivision chanter is now more or less closed" and said that GW were in discussion software houses about

Warhammer and their other popular games — Blondbowl and Dark Future

▼ Worthammer — computers still waiting



AD& D

Battle Titans

Games Workshop have been very busy lately with no less

The most important release will be Battle Titans. This is a barrie class Trtans, soigly for Titanicus game - which is C+VG. This will enable players to recreate the epis cause mass metal maybem Each box sells for £9.99

Imperial Guard contains a set of 36 plastic guardimen, each of who come with separate wary your game. Again this sells use with Tituns.

White Line Fever us as advanced rules supplement foe GW's Dark Future, which was reviewed in the lanuary

edition of C+VG. Fever allows for more complex motoring manoeuvres, new

Bloodblowl fans will be supplement for the same will be released soon. Star Players is a booklet that gives you all the information you will need for using super stars in your Bloodbowl seams. This

includes full details of special skills available to players, new rules for creating your own currently available, rules for any extra large players you may

The two final releases are Sleves To Darkness and

D.New Manuals





Warhammer Fantasy Roleplay; Soft Cover edition release in the Realm Of Chaos Warhammer mythos in depth chaos bestuary, various army lists and terrain generation,

Warhammer Fantasy Roleplay - Soft Cover edition for the Warhammer FRP system. This enables a group of characters and run a campaign sorcery world, this is not at all bad value for £9.99

News

Origin Tell Tangled Tales

Times of Lore received a reviewed last year on the C64 12.000 location epic that at

classic Ultima series in terms of Talking of the Ultima series

spokesperson Martin Moth said



Also new from Orugin is a

traditional 'dark and heavy' (the same player) caught un in

Head to Head Dungeons

Image Works are about to launch the first head to head role playing same in the shape

The game features a horizontally split screen which different parts of the castle at they will meet and can interact

Amuga, ST, C64 and PC, No.

▼ Crystal maze — two player role playing





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Zork is Back



A Zork Zero — Kesth Compbell The first versions of Zork Zero.

beginning to appear in the and Amiga Bad news for Atari ST owners is that there are no plans for an ST version, and indeed, it would appear that the ST has been dropped as a target machine for all furure inforcem

An early glimpse reveals ZZ mapping system, displayed on a separate page with the command MAP, All locations in a 'group' (and I haven't quite

is welling himself over his the current one highlighted leading powhere indicate exits Most useful of all, the map is an empty space near an exit rail. to enter a new location. At this

News

Millenium-Sex Shocker

Is it a strategy game, ar adventure, or an arcade game? This is the question tormenting Activision who cannot slot their forthcoming monster erac. Millennum 2.2, into a

convenient classification. collision with an asteroid Forespeing this eyent, man established a base on the moon. and now the race is on for the List representatives of the human race, to explon the resources of the solar system to return earth to a state capable of supporting life once more.

▼ Mdlenum 2/2's author -

planets and their moons, and conducting the necessary research to do this from are the basse mechanics of the game, but it has far more to offer than

a mere prospecting game Played in real time, all sorts of unsuspected things happen during play, providing real problems which require typical

Millenjum will be available for ST, PC, and Amuga, around the end of March And the sexi There isn't any



Captain Frontier



▲ Captain Frontier rests his weary bones

Meet Captain Frontier, retired of the planet Assyndra who is brought back into service to rescue kidnapped scientist Dr

Set in a world enclosed in a big glass bottle - a Terrarium - which is also the title of the

Frontier's enemy have infil-

trated the Assyndrian top secret laboratory by miniaturising a secret army of warmors and hiding them in the terrarium. They overpower her, miniaturise het, and incarcerater her in a tower. But where? That's for you to fathom in this adven-Amiga, ST and PC. Courtesy of

Works.

It's a Mythtery

Well, everyone sets it wrong Marnetic Scrolls manu-adventure going free to

members of Official Secrets.

Contrary to what we stated. Myth will NOT be available (at any price) to the general public. nor even to members of Special mail-order software club associated with Official Secrets

To get a copy of myth, you will have to be an Official Secrets

the end of July.

We also stated that graphics will only be provided on 16-bit versions of Myth. In fact Secrets have since decided that some 8-bit versions will also have graphics. Here is a complete breakdown of availability

Myth WITH graphics Amura: ST; Macintosh, IBM PC with EGA (5.25 & 3.5 disk); C-64 disk: Amstrad PCW Myth TEXT ONLY: IBM PC without EGA, Spectrum +3: Spectrum 128 tape



► GAME-"SLAUGHTER MOUNTAIN" ► CREATED BY: JOE DEVER ► PRODUCED BY: REAVER BOOKS ► PRICE: \$7.50

Joe Dever is a name well known prestigious awards, the most amous of which was presented to him for his "Lone Wolf dventures. In this twelve book

Whilst irving underground. you manage to learn a great deal gasoline and masnessen generators, whilst your aunt keep fit and generally assists in

In the year 2020AD, you leave your underground nightmare that the bombs left behind, Hardly any structures stand, once fertile plains are now barren wastelands and the weather changes continually. In the first book in the series

are to complete it without getting killed you will have to problems. Apart from the 100's there are many other danuers conditions, and (annihals to name but a few.

In fact, I found this book a lot harder to play than it's predecessor and you are really haven't played the Freeway

best work to date. He wrates in an economic, yet descriptive style that is full of short sharp punches, which never let you settle for a moment. My only criticism is that be has stereotyped most of the characters. All the baddies are (bikers, punks, skinheads and whilst all the goodies are clean cut, white American males About as original as mom's apple pie. What I would have given to see a baddae an a three piece suit All an all Slaughter Mountain

Run will ke. p you occupied for

SLAUGHTE

senes you played the part of Wolf, the last Kai master, who aimed to re-establish the honour of the Kai people using swordplay and magic

About a year ago Joe chose to depart from his usual sword and sorcery style and created a new series of books called Freeway Warrior which were set on Earth in a post-nuclear war society.

In Slaughter Mountain Run you play Cal Phoenix, a vonne man who has spent eight years living in an underground minung complex with his aunt is that HAVOC - The Hijack, Opposition Consortium — an organisation consisting of political terrorists who are funded by organised crime have managed to cause total

- which was called Highway Holocaust - you bave to lead your people across a hostile wildland, in search of food, water and a safer place to live. However, during your Kate Norton, gets kidnapped by a leader of a huge gang of Mitchigan, and try as you may, you just can't rescue her

Slaughter Mountain Run the second book in the series score by trying to rescue your kidnapped gurlfriend. It would the bulk of his bikers to a place called San Angelo for peace talks with Mekong Mike, who is also a leader of another large marauding pack of bikers

confusion and chaos caused by the talks, it would be possible for one person to sneak in, find out where Kate is being held, rescue her and then sneak out before anyone was any the

harder than it sounds and if you



Warrior as each book can be you can also combine the books

to create an epic Solo Role Another advantage of being a regular player is that you can move your character - Cal from book to book - if he survives that is! You are allowed to take all the equipment they may have

adventure with you as well as any Skill bonus points you may have obtained. Of course this gives him a better chance of surviving in the long run. It's not that much of an advantage, but in a Role Playing book as

tough as this one, you'll need Of course this task as a lot all the help you can get Slaughter is probably Joe's

hours. This book is well over 300 pages long and contains 350 large gaming sections, a whole combat system, all the charts and tables you need, a well illustrated colour map and an introductory story.

You get all this for mer \$2.50 and I consider this tremendous value for money

WAYNE

▶ PLAYABILITY ▶ COMPLEXITY

41% ▶ DESIGN 91% ► VALUE 90% DVERALL

91%



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► ACTIVISION/SIERRA ATARIST (DOUBLE SIDED DRIVE ONLY). AMIGA. PC £29.99

Welcome back, Larry! But

Lounge Lizard days. Only Larry is sent packing, with

he 15, Larry manages to

But Larry II isn't all fun and machinations of arch-villain

Now it so happens, that by - this time by chatting up a

SHE'S TOPLESS!

A Larry is smallen first at first such!



A Slind date - ST style

you know it makes tensel

Larry soon has to make a escape to the arrorr

Ever stood in a queue at a humself in a jungle or

that is enough to bring tears to sanction a marriage, chiefy



A Our here on the prowi





animation, like a trein minning

complex. Whereas in, say, an would have to figure out the person, at which point the

assuming, correctly, exactly what Larry wants to say I like it so much I always let it

chffside path. And during the

Larry II is a light hearted YOU get II WYODE, IN B. predetermined sequence. But

ST

▶ VOCABULARY 75% ▶ GRAPHICS ► PLAYABILITY

► VALUE 88% ► OVERALL







Input text goes into a window

But by far the biggest

The PBM scene has been expanding at a rapid rate recently and this can be confirmed by the amount of the new PBM games and companies that have arrived on the market. Always first with the news. Wayne brings you the hottest PBM gossip around and this month he sorts the good from the bad.

year training up a new GM to deal with it

The new area is now ready to receive, so he has released a new revised rule book to deal with it. This large A4 photocopsed booklet is a daunting read. but to very much worth the effort. It is well put together, consisting of player-friendly text and great artwork Upon reading it you cannot fail to be slowly but

surely drawn into the same. Once again it is a single character sword and scorcery affair, but not at all like many other of the back and slav PBM's you wall find on the market today, Magac in Mike's world is a very rare and feared phenomenon. Magic Users are more likely to be hated, nor respected

Sword fighting and any other form of armed combat is a very

▲ WAYNE "Yshkar-definitely worth playing"

game this could be for you, if you are prepared to put up with the tatty set up material. Owest is run by Michael Ward, 3 Queen Elenors Drive, Knowle, Souhull. Birmingham.

Now one game that really is worth playing is Yshkar. This hand moderated game has received high critical acclair on the PBM grapevine and I have met and snoke to head honcho and full time GM -Mike Richards - many times

He has created his world on a massive series of continents. which are set on a totally flat world called Garanas. The original continent of Gwaras is in fact over subscribed by potential players at the moment, but Make had anticipated this possiblity a long time ago, so in his spare

realistic, not to say deadly. option, and players who continually use violence to obtain what they desire will soon end up with one dead character The whole Guaras game

originally grew from an AD +D campaign which, due to many resons, was modified, changed and turned into a postal game. I know that Make trues has hardest not to interfere with what a character is trying in achieve, instead he leaves this to the other players and certain NPC's who are patted against both your aims

and objectives. The emphasis in Yehkar is on pure role playing and the idea is to portray your character in the manner that you have created it. There are no set aims in the game, and this is explained many times throughout the rule book It is up to you to guide

your character and set it to attempt ideas and goals that

VOU create. The start up in Yahker is £3.50 and for this you receive the rule book, an A3 map and one free turn. Further turn fees are a very reasonable £1 25 and run to a minimum of 1000 words. However, Make claims that they can sometimes be more than twice that length

outset Mike at: MIR Games. Flat 3, 19 Palace Rd, East Molesey, Hampton Court, Surrey, KT 8 9DI

Another new game with a growing reputation is Slaves and Slavers which is run by Harry's Games. Each player controls ten characters with as many special skills as they wish to allocate!! The game has a definite

objective, which is to kill the evil overlord. This nasty piece of work unleashed a mass of death and destruction on both the slaves and slavers, leaving them thursting for revenge. albit for different reasons

The slaves wish to kill the overload for nothing more than vegeance, while the slavers want to kill him so they can take out the 'orrible Overlord, your boat is suddenly wrecked on a strange coast far from home. Your characters are wonhed ashore unarmed --- and in the case of slaves - naked!

You will soon find that the world your characters inhabit is full of flesh eating monsters and evil creatures, so arming and protecting yourself is your main obsective

Each turn is the equivalent of one day and you may move four hexes on your map each turn. However, all this changes if you obtain either horses or boats, as they increase your movement dramatically. You are allowed as many actions as you wish, except when large buttles are in progress, when you may wish to reconsider your position. Combat is described in the most basic terms possible to enhance the game speed so people looking for graphic gore may well wish to look

Start up in the game costs £5.00, and for this you get a rule book and three free turn Future turns cost £1.50 each or £1.00 if you do nothing more than move. Potential players should contact: H Garvin c/o Harry's Games, 26 Newmarket St, Solerame, Co Londonderry BT52, 1EH.

That's all for this month

Ouest is a new semi ssional PBM run by Michael Ward and his four ssociates. Owest is your tymical and moderated award and sorcery PBM, allowing you to play a single human character who's aim is to travel the world and explore its surroundings. Your character can be one of either four character classes -Warrior, Wizard, Thief or Priest - each of which has its own special skills You have 40 points to

allocate these skills which range from stealth to science. Once this is done you may choose one of the eight gods to worship or decide to become an atheisr Finally you can choose a autation for your character if rou wish. This is left totally un to you and no hints are given to help you make up your mind. The game is based on the

and of Questron - a name bviously nicked from the awful computer game of the same name - where a constant war beweeen the forces of good and chaos is being fought. You have to boldly explore the hostile regions, gaining experience points as you go, which help your improve The rule book is a very small,

cheap and nasty photocopied affair, which is littered with spelling mistakes and bad grammar It is also totally unhelpful and gives you no idea what the game is supposed to he about For me the saving grace of

he whole affair was the price. A Start Up costs only £1.50 and further turns are a reasonable 75p, so if you are looking for a cut price sword and sorcery



- QUIET less than 560B noise illn case you need to hear a
- VERSATILE Undes control from you computes paint line can be set for double size characters at 40 per line or half
- size characters at 160 per line. Intespacing can be programmed to 4.5, 6 or 9 line to the inch Standard unit less than three pounds in weight including
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AGM

two favourite sticking points. This is an adventure with very tightly interpreted problems, that must disten be solved in sectuce. The confusion arises when obvious problems present themselves, yet the player does not realize that he is way off having the means to solve it until he has solved a number of other puzzles elsewhere in the same.

REITH CAMPBELL'S WRITE-IN

The hunters of Wolfman are after Swetomir Petrovic of Belgradel As soon as he drops off to sleep, a compulsion with him whenever he inserts a crystal into a crees in the after, they slid him! When when the strength of the

standing on a street coroer in a pool of light, in the company of a woman. Who can help our Yugoslavian friend to avoid death — twice?

Jason Golterman writes from Cairo, with problems in King's Quest 3. He is having great difficulty trying to find the mague wand and the map. He thinks they are locked in Manamana's study, but he can't find the key. Are they or is he simply wasting his time looking for it? His final plea concerns the desert, "Is there anything of importance there?" he asks.

Three wise words are sought after by David Boxall of Epsom. They are urgently needed for use in Dargoth's Tower, on level three of Bard's Tale II.

Bard's 1 ale II.

Stephan Englihert of plogolstadt, is not happy with Fahl Stephan eviews adventures for a number of German complete magazines, and suggests that the difference between Magnetic Stephan and Information and



A Monhunter — heip is of hand, number of flogical Bugs in Fish, Scrobls latest. For example, if you hold the crucible ON the fire, it is too hot for you to hold, whereas if so you hold it. Whe fire, it is too hot for you to hold, whereas if so you hold it. White fire, the mould, with the hammer only works if you are holding the mould, "which," comments Stephan, "would surely be a the Stephan." would surely be a

No doubt Ms Sinclair of Mag Scrolls will have some observations on the points you make, Stephan, but me anwhile, who can say Infocom produces stories at all? At the time of writing they haven't produced even a bugged adventure in the last

bit painful?"

12 months! Perhaps Infocom are hashing in their past glory, for there is no doubt that their older adventures, which seem hardly to age at all, are still being played avidly. Lurking Horora is currently making a Helpline comehack with Amiga owners, and there are

To illustrate the point, a constant niggle in: "What should I be done about the urchin — he's ovivously there for a purpose?" and thas is other coupled with the question: "How do you get through the arch in the alchemy lab?" You see, the player has no way of knowing that the urchin is unable to faitful hat take in the pame, and the point of the point of

section for some guidance And even further back in the annals of Infocom, Zork 3 is puzzling William Hern of Aberdeen, a seasoned adventurer if ever there was one. William is trained to one.

adventurer if ever there was one. William is trying to open the chest he found at the pottom of a cliff. He can tie it to a rope and pass it to the man at the top, but the trouble is, this fellow simply steals the contents.

William has another request to make. He has been playing a vast game oalled Universe II

for some months now, and marvels at its depth. However, he has yet to hear of anyone che playing it, and feels he is missing out on part of the fun of adventuring, which is to be able to turn to some one cles for assistance, or to get fresh determination make more progress!" I surely can't be the only Universe II player in the world! "he

I can't recollect having heard of the game from anyone except William, and I have certainly never had a copy of treach my grubby paws! So if there's anyone out there playing Universe II—PLEASE drop me a line and

PLEASE drop me a line and I'll put you in touch with William. And at last, a happy ending

for Allen and Mark Errington of Durham, Correspondence from Allen and Mark has concentrated on Shadoweate an Uninvited for the past six months. They certainly seem to have been bitten by these two games, and reading their letters. I began to suspect that their entire lives had been taken over by them! But now all that has come to an end. Congratulations are in order for Allen and Mark, who have sent me 'official' printed completion certificates for both titles. Their

perseverance has finally paid off — but as the prompt goes: What now?

Clues

WOLFMAN: Look around twice when you climb up in the museum.

FRANKENSTEIN: LIFT THE CREAKY FLOORBOARD]

LURKING HORROR: Show the professor the note fond on the great dome. Horrify the urchin with a reincarnated hand!

FISH: Find a dry route after casting. LEISURE SUTT LARRY 2: No passport when you need one? Yisit Eve's again!

MANHUNTER: Use the minimum successful Kewpie Doll sequence that you already know!



- Top Ten
- Spectrum; Commodore 64; Amstrad CPC;
- Cassette: £1.99 Reviewer: Keith Campbell
- This is a spoof of Fastenders. centred around the characters of Herbert Square. Effl's dog Willie has gone mussing and your first job is to find it However, it turns out to have been literally flattened to death. and so the quest turns into a hunt for the killer

To follow up the mystery involves asking people about things. Most questions fail to vield useful information, making this a rather hit and miss affair, although some answers are designed to raise a few smiles --- providing you know your EastEnder zame under recognisable

characters, who appear in this pseudonyms. All very pungy, and fiendishly unoriginal.

one central parages of Merberts Square, The companies of wooden bonch mind by the Livers anthographs on at. Exits are N.S.E.E.M. Vas can also see shrokbery, a litter has have one of the companies of the compani

A Herbert Square in all its glory - yuk

This is a GACked adventure, with a rather poor vocabulary that shows off the GAC's gaspingly long response time to unrecognised words to its best advantage There are a few

graphics, flat uninteresting things as park benches, washing machines, and a pub background colour changes at picture, and your eyes have to make a quick adjustment to read the text comfortably. Cassette adventurers starving for a same to run on their

- Activision/Microillusions Commodore 64 disk: £19.99
- Reviewed by: Keith Campbell

Just released is a C-64 version of a Role Playing game downgraded from the 16-bit original on Amiga and PC. I say downgraded' as opposed to 'converted' because although I earlier incarnations. I find it hard to believe that any 16-bit game could be as clumsy to play as this version.

The objective is to rescue a Talisman, which requires the player to defeat the



▲ Faery Tale disappointment. Necromancer (vawn), The player, in fact, is Julian, but should he die during his quest, one of his two brothers takes

over. Lose them, and you have to start again. Moving Julian and his family over sems-plan views of the fields and buildings is a pretty tame affair if you have just polished off Leisure Suit Larry.

for the animation is minimal, and the pictures boring. searched, but the disk loading response time for this is poor, and not visually rewarding when you get there, anyway And it is all very well entering building after building, but it is ▼ Julian (no relation) sets out on last



machines would do far better to Vocabulary get hold of some older Dreviously unplayed titles from the likes of Scott Adams, Brian Howarth, or Stefan Ufnowski

▶ Graphics

45% 78% ▶ Playability 30%

20%

▶ Value Dverall

▼ Fancy a drink at the Old Queen — not really





The first person to write in and tell us the name of this dog wins a C+VG T Shirt

rillip, the second brother. was lucky and clever.

all a bit mundane and boring without some sort of clue or purpose to provide interest and

But by far the worst feature of the game is the command and control system. Combat, as well as movement, is by crude to do more than men juggle frantically, and hope you smash your enemy to a pulp. If, that is, you can recognise the enemy in time, for as characters approach there is no way of knowing if they are friend or

foe until it is almost too late. Alas, there is worse to come Commands from a small by hitting the 'appropriate' key, but the scant instructions fasl to explain this fully. Often the key hit will produce an entirely unexpected result. A

number of commands seem completely unobtainable, and it is difficult to tell whether this is due to bugs in the program, omissions in the instructions,

or, as I suspect, a mixture of both. A combination of boring plot, uninteresting graphics, a trustrating command system, and instructions written by an incompetent, led me to turn off

the 64 before I suffered irreparable brain damage. Yesterday's technology, yesterday's game. What a waste of two disks. Yawn . . .

▶ Vocabulary ▶ Graphics ▶ Playabality

n/a

Overall

▶ Value



PRM

and easily understood. In fact I which give various was impressed by the player. which - for me - made the game immediately playable.

make-or-break factor in AT is the combat system, as the whole game is mainly haved around fighting I am therefore pleased to report that combat in game several times, the whole Exmine procedure will become to amplement.

GW are renowned for supplying games that are complete in themselves, but are found sadly lackage when more the balance with AT as this game covers long range. intermediate and close combat all mone

Furthermore there is a

advantanges to the Titans in

their control My only criticism Skill levels system could have been vastly improved with just a small amount of effort creature a game with a bioper

role playing element Although AT is a complete game in uself GW have obviously not rules expansion in mind, because this game is so obviously interlinked with their Warhammer 40k system that Rhino and Titan to Marine unit combat are only a stones throw

The adea of massive robots fighting it out for the pure hell of it is not unique. FASA have done at before with Battle Tech Robot Warriors However, GW have managed to come up with a new and interesting angle on this kind of warfare, which will

▶ Price: £24.99

Titameus, is based around the combat between grant robots at the time of the Imperium in Warhammer 40K These hoge creatures are manned by a crew of around 5 space marines, who control its movement, fire its weapons and repair any damage or oreffe ec

Eight small polystyrene blocks, are used to represent over which you will be fighting plastic Warlord Class Titans. two sets of spare weapons, two range rulers, two sheets of colour counters that represent damage and bursts of fire, a sixty page rulebook, twelve Titan cards and four six sided

The model Titans need to be cut off a framework and constructed. All the models can the supplied weapons are interchangeable - apart from into a Titans left arm. I found that some of the weapons. especially the ones that fit underneath the Titan, were prone to work their way loose

but a small amount of Blor Tack applied to the end of a weapon soon stopped this. Once you have assembled the

Titans - and this requires a modicum of skill to release the framework - you will be ready to play the game To start off you should use

the examples of pre constructed Titans that are supplied. By using these you will get to graps with the basic rules and learn to appreciate the advantages and dis-advantages of the combat

All in all the actual gaming system is easy to learn and simple to play. AT uses a strict split into five different phases, namely Order Movement face down, next to their Titan.

This order largely determines what takes place in the remaining Phases I don't have the space to detail the anybody with a small amount of out without any problems. The game is logical, straightforward

ICUS ADEPTUS complete set of Advanced Rules appeal to a wide range of for players who want in make their game that more realistic Titans to carry a whole new Missale — which splats into six damage due to an austantaneous the Haywire Missile - which creates a lunge electrostation field, durupting an opponents electrical systems in the

Also included an the Advanced Rules is a system allowing the crews of Titans to gives the opportunity to players - who have their Titans manned by the more experienced crews - to make dice tolls in critical situations,

improving their overall odds. highest experience level - Acr - they can begin to learn a whole range of new Skalls.

gamers. The rulebook is excellently detailed by several brilliant cover by John Blanche, and true to form, GW supply a complete descriptive background to the game, making for more convincing play

Although pracey at £25 00 AT is good value for money as - contents aside - the rules will give players many hones of tabletop entertainment. If

you've got the spare cash, it's a purchase worth considering. WAYNE

Value Playability Basic Rules 45% Advanced Rules Presentation

Overall

HOLMESOFT **GET INTO CRIME!** DARE YOU PLAY.... Tumori i Tumori i Tumori i Tumori i Tumori i Tumori i Citaliano del Carolla de Areoldan Manager 2 Palader Cart Ald 6 Seat Pala 1 Jahragai Seat Palader 1 Jahragai Seat Palader 1 Jahragai Seat Palader 1 Jahragai Seat Palader 1 Jahragai Palader 1 Salader National Seat Palader 1 Jahragai Palader 1 Salader National Seat Palader 1 Jahragai Nationa Write, quoting C+VG, to -KJC GAMES, PG BOX 1), CLEVELEYS, BLACKPOOL, LANCS PYS 213. SAMDALE COMPUTERS LTD Gel Innovation of Security (Security Innovation) (Security Innovation Innovat

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BOUGHT STREET



There Is more to Laz Vegas than slot machines and neon lights. Nevada's sin city also plays host to the Winter Consumer Electronics Show. This monster trade convention is the showcase for all the latest electronic gadgets, TVS, stereos, videos and computer games, Eugene Lacey was there to groot over the goodjes.

If Sony, JVC and all the other glant electronic manufacturers get their way you won't want to leave the house pretty soon.

Here were Daffy Duck. Anything you want to waitch is there was the press of a button and in cinema-like picture quality. Add stereo sound.

As far as lefaure Is concerned you won't need to Imagine a TV twice the streen size and twice the picture quality of the one parked in your front room, imagine a picture so clear that you can see the ather that you can see that the stature of imagine and in the stature of imagine and the st

you want to watch is there at the press of a button and in chema-like picture quality. Add stereo sound, remote control, window overlays so you can check the other side, or sides, and watch ORe, or two, or three programmes at the same time. Plug your PC Engline in with its CD-ROM add-on and — well None of this is vid-lik.

it is all working now and on its way to the shops in the near future. Even if you are not the Indoor type and feel the need for some fresh air there

CD's and even Fax machines for the buy secutive can be slipped inside your overcoat whilst you walk the dog.

Of course not everything being shown at the C.E.S. show is going to make it into mass production. I have serious doubts about an electronic toillet paper

serious doubts about an electronic tollet paper dispenser [What is there is a power cut?] and owning a power driven door mat hardly strikes ma as a matter of life and death.

But that is what the C.E.S. is all about. There are plenty of turkeys in amongst the million sellers. A few years back the personal stereo Was written off as a C.E.S. turkey—and now Walkmen are annoying the hell out of people on tubes and buses its sworld care.

a buzz about the hot things at the show. You get kito "did you see that thing" conversations in bars and bus queues. Which are usually neatly rounded off

kir rutkijik.

Itili year şirişhiteriling galdgeti were itin video jarişhirilin year şirişhirilin year

will figure the pub next dopor.

I mean't if i hadarfaw' i me
might slip into the usual
routine of "Iwon't be back
for an hour love. I'm just
finishing some screen shots
for Mean Machines. Now
that really is frightening.
Fortunately the company
that make the video phone
have so far only developed a
still linear conventions.

Still lingle video was very much to the fore on the Sony and JVC stands. Both companies have developed companies have developed the stands of the sony well make conventional camera a thing of the past. The Sony Maylor store lingles on a thing of the past. The Sony Maylor store lingles on a stand of the past. The Sony Maylor store lingles on the sony of the stands of the sony lingle store the stands of the

Not quite a goer — but definitely a show stopper — was the golden car on the Phillips stand. The Royale is described in the show guide as a concept car, developed by a British company based in Worthing called LA, D, the

Royale is a customised Subaru 2.7 litre saloon. Fitted with just about ritted with just about everything even the flashlest of techno-yuppies could desire. We are talking state-of-the-art electronics on-board. Secreted amongst the Royale's stylish cream leasther interfor are pulses. leather interior are no less than thirteen speakers for the CD driven music system two telephones, two televisions mounted in the back and a third in the front.





fishay:

If the Royale was one of
the bigger show stoppers
there were plenty of smalle ones to catch your eye as well. In fact, smallness and fing obsession with most lbitors. Somehow, if your get is smaller, slimmer, lighter, ideniiy water proof and multi-coloured as well then you have an enormou then you have an enormous sales advantage. It makes as les advantage. It make sales advantage. It make sense though. I mean even beputy C+Vi Editor. Julian Deputy C+Vi Editor. Julian Iliginasi doesn't ieeve the house before slipping his portable colour Fergusson into his pocket before making his way to the train. He tells me there is no shortage of fellow commuters watching mmuters watching eighbours over his oulder on the 5,45 from



Farringdon to Brighton as he travels home after a hard day on the PC Engine. Games wise the C.E.S belonged to one company Mintendo. Their football pitch-sized stand dominated

pitch-fized stand dominated the West Nail Where the Computer and video games companies hing out.

Just about anybody who is anybody in the Japanese colin-op world was showing a lange of games for the Nintendo, Capcom, Talto, Namco, Tengen, Data East, S.N.K.—they were all there with a part of the pitch of the Capcom, Talto, S.N.K.—they were all there with games for the Stephanese Ste S.N.K.—they were all there with games like Dragon With games like Dragon Nirija, Paper Boy, Double Dragon, Ikari Warrion and Guerilia War, in fact any game theit got arrywhere in the arcades is now available for Nintendo. It would be easier to list the ones that aren't than to list the ones that

aren't Unavious arende
that are.
But it's not just arende
games. There's a whole
batch of film ikenses
including Beetlejuice, Friday
the 13th. A Nightmare on
Elm Street, the Karate Kid
and Who Framed Roger

and Who Framed Roger Rabbit and many more. The huge number of g for Nintendo that are available in the US is in stark contrast to the situation in the UK — where there are currently less than twenty titles available. The reason for this is a world shortinge of the chips med to manufacture the curtridges out to bring new chip sking facilities on stream making ratimizes on sureing and guarantee more games will be available in the UK before the and of '89. The swelling catalogue of



er's ace



fins controller,



titles available in the US is possible because of the huge number of polecitals considered polecitals of the huge number of polecitals carrently eleven million Nintendon players in the US. Three titles launched last years sold over two million of the polecy of the pol

there are stacks of einer at the are stacks of einer at the stacks o

No metals of its automosphism were considered in a wordered to though.

Commission were won the way of the considered in a word of the considered in a word of the considered in the Commission RC. The less considered in the Commission RC. The less considered in the Commission RC. In a working on C.D. I game—so when the invitations so when the invitations so when the invitations as when the invitations as when the invitations as when the invitations are working on C.D. I game—so when the invitations are with a complete game a lot more working of the commission of the complete game a lot more when appeared that a feet on CD and synchronized to sun with the game, he will be provinged in the consideration of the commission of t

was not all bid news from Cinemsware though as the company are promising to increase the output of there extremely high quality games this year. Ones to watch out for are TV Sports Easketball and Lords of the Albing Sun.

Epyx latest games were over shadowed by the rumours circulating about the new 'Project X' being shown to big-time buyers behind the scenes on their stand. The California-based company are saying nothing

stand. The California-based constituting are spring mobility constituting to confirm on the california confirm of the california california confirm of the california c

Caper introduces a cat infinite to me. Activision burglint [Devon Aire] in a graphically superb arrade puzzler. Not quite impossible mission — but pretry good just the same.

Stocking that these box designed in the same.

Just the same.
Showing that they too can
cut it in the immuscher
cut it in the immuscher
cut it in the immuscher
medical pathetion, soron
Medical pathetion, soron
Medical pathetion, soron
Medical pathetion
Medi

Citizen have the sexiest



A Semilear TV— a reax imuch box gram it is huge. I explored it for an hour and didn't once year box and didn't once year don't know now many graphics are stored in Man Hote but it did appear pretty infinite to me. Activision were also launching their range of Sega titles and very

Machines and Ghost Gunters. Infocom were the other melo highlight of the melo highlight of the Boston outfit have now thrown off their rather snobbish purtan-like commitment to best-only adventures by launching a range of graphically excellent role playing considers from playing the carrying reviews of Journey, Battletech, and Oustfestial? — the Tomb of Oustfestial? — the Tomb of



and the graphics and look.

like a pretty mean
idventure as well,

like there was more than
act software to turn a
lamera head at the C.E.S. gamen head at the C.E.S.; have never seen such a wide Fanga of Joysticks and add-ors at a show. The Beestin. Similar shows the second shows that some destured no less than some particular shows the systems. Apart from the systems. Apart from the systems. Apart from the systems. Apart from the systems as some of systems. Apart from the systems are systems of systems. Apart from the systems of sys nounted on its two grippes nd is just the ticket for ames like Star Gilder and Burn. Burn.





was probenound in U-Force. So far only available for Nintendo the U-Force is the most radical development is controllers since video

controllers since video gaming was invented, You don't need to hold anything, in boxing games for example you simply ait o stand in front of your U-Force and throw punches at it. The U-Force interprets these movements and translates them into the



Glove. Will have a range of games developed especially for it — to capitalise on the increased control that the glove offers games players. The first of these is "Bad Street Brawler" which will be launched in the US in the

in controllers — though again Nintendo only at this staga — Is the Power Pad.
This novel controller reads
game moves from the players feet as the player steps on numbered circles on a mat. The game was demonstrated with athletics games like Hyper Sports where a player ran on the spot to make the game lete run. As the player ped so too did the video



me on screen. This was st effectively monstrated in the emonstrated in the lintendo game Mike Tyson's arch-Out with the gamer ooring Tyson at one point ith a mighty right hand ving. It edds a definite such of realism in beat 'em games but was also monstrated with driving nes and arcade rentures where it seemed

qually effective. Broderbund are not saying then it will be available in

Europe or if there will be a U-Force for other systems. Not to be outdone by the U-Force were Mattel with their Power Glove. Stip the glove on and the movemen of your hand dictates the

were singing the praises of the Power Pad at C.E.S. claiming that you could use your Nintendo to keep fit as well as enjoying the game. But if the add-ons and

mus in the add-ons and controllers are getting strange you ain't seen nothing yet. A whole merchandisle industry is mushrooming around Nintendo. Most stockist now carry a range of spir from Mario sweat shirts, pencil cases, and bags to ombs and even heets. Weirdest of all hough is the recent announcement of a Nintendo-endorsed breakfast cereal. That's



























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The spring is sprung, the grass is fiz — we wonder where the YOSBO is, Well. he's in the C+VG offices opening another bulging Gro-bag of mail, that's where. If you've got a moan, groan, compliment. complaint - or just have something silly or witty to say, send your letter to THE YOB, MAILBAG, C+VG. PRIORY COURT, 30-32 FARRINGDON LANE LONDON, ECIR SAU. H, in his infinite wisdom, the YOB thinks your letter is fab 'n' brill, he'll send you a stonking good C+VG t-shirt. So what are you waiting for - get writing.

Dear YOB. After reading C+VG we thought that the PC Engine was a superb machine. So we went to see friend who had one and we saw Gaiaga 88. We were really impressed, but he only had Galaga 88 so we decided to make a trip to Munich to see Games World where they sell PC Engines. We arnved at Games World totally exhausted and asked the shop keeper to show us the Engine. After some problems with the voltage we started to play R-Type. We were not impressed. because you said that it is exactly the same as the coin-op. But we didn't think

Then we played a lot of

awful games like Legendary Axe, Pinball, Chan and Chan. World Court Tennis and Dragon Spirit. Then we played Victory Run — and that was another disappointment. The only game that comes near the coin-op is Galaga 88, So we went home without a PC Engine. How much money did you get Irom NEC to print good reviews? Patrick Coolwisk, 5367 AD Macharen, Holland,

YOB: Either you're blind or stupid. Any idiot can see that the PC Engine is by far the best games machine currently available. t honestly can't understand ou saying that R. Type isn't like the original. I know for a fact that the arcade fiend Rignall practices the game at home on his Engine, then nips down to his tocal at cade in Brighton to knock up a hlghscore, and he says he uses exactly the same tactics. It's our opinion - and we're not alone — that R-Type is 98% tai thful to the original machine. It I was you t'd stick to tulip-picking and Edam-eating — you obviously don't know an amazing machine when you see one

Dear YOB, I get your magazine eyery month, but I feel lake cancelling it. I own a Sega and every time you give away

a game, it's either for the Amstrad, C64 or Spectrum -but never for the Sega or Nintendo, Before you shout at me for saying that they cost too much, remember Sega cards are only £14.95. So please give away a Sega Robin Freeman, Edinburgh.

YOB: Tapes are easily mass-produced - if we were to give away a Sega card. we'd have to pay £15 for each one, and that added to the cost of sticking a card to each magazine would push the cover price up to a mere £17. Next time you write to complain, make sure your brain's not in neutral. Dear YOB,

Please could you send me a list of C16/+4 POKEs and cheats Howard Black, Aberdeen,

YOB; No.

Dear YOB. Please send me a POKE for Commando on the C64. If you can't, can any reader help me? Send it to 1 Lynors Avenue, Strood, Kent. Colin Crampton, Strood.

YOB: No t can't. Can anyone? Dear YOB. At last, someone dates to

speak up, Thankyou Kenneth Jackson! Living in Israel where the Sega is second only to those ancient PC's, I can't help noticing the kind of hype this machine is receiving - and it doesn't deserve it either. Roth popular consoles are feeble when compared with most 16-bit micros

You say titles like Super Mario Bros still put the majority of 16-bit games to shame - you said it and made my dayl SMB vs Baal? Great Epotball vs TV Sports Football, Top Gun vs Falcon? Oh yeah, sure . . . you're the ones that ought to open your DIVER Lior Meary, Halfa, Israel.

could go on for hours arguing about 16-bit and console games. You list the finest examples of 16-bit games - but the quote was the majority' - there are stitl a lot of crummy 16-bit games out there. Generally speaking, new console games (Salamander, Vulcan Venture, Double Dragon. Track and Field II etc) are all extremely good. You list old

YOB: SMB is a million times better than Baal! You

Dear YOB. Cut down on the black and white pages. Your mag is turning out to look like a newspaper. A few more colours perhaps? Bruno Amorelli, Waltham Cross Herts

games

YOB: Your wish is my command, matey. As hom next issue. C+VG will have full-cotour reviews - and will generally have more colour than a test card.

Dear YOB. Thanks for the free game in your Eebruary issue. Like many other console owners. I found it very interesting to look at, along with my 20-odd other freebies. aimost worth buying a Spectrum for 1 But I think I have another solution for us

100,000+ console owners. Either give money-off vouchers for cartridges and cards, or increase the size of the Mean Machine section, with news, charts, features and more reviews, including PC Engine titles.

I'm sure it would go down well, as more different machines will be available in the near future.

On a 'lighter' side, your infamous Garry Williams is obviously very inteffigent to support Arsenaf, as they are the ninnacle of English football today. What is Garry's official capacity to the nearest stone Michael Gregory, Cullompton, Devon.

YOB: The money off vouchers sounds interesting and could, I am told, become a reality in the lulure. Keep looking. The Mean Machines column will grow with the consoles and we're doing plenty of leatures, so you've gol nothing to moan about there. PC Engine reviews have just started this month and, Rignall assures me, will continue. I think our consoles news is second to none - and the only reason why we don't print a console chart is because nobody does one al present. The future of Mean Machines is fooking rosier and rosier just watch it. Lastly, the only reason why Garry Williams is an Arsenal supporter is because they've go! like only ground with doors wide enough to let him through, and big enough seals to house his massive expansive behind. His weight is classified, I'm afraid, and I can'l even give an approximation to the nearest tonne. Sorry.

Dear YOB. Why, why, why is poor old Garry Williams being insulted because he's fat? The jokes (?) in the March issue of C+VG were very crap and stupid. Even if it was a competition. I am 14 years old and very lat and proud of it, f think Garry should be a reviewer as well. lan Rothwell, Hernel Hempstead, Herts.

YOB: We don't take the mick oul of gargantuan Garry just cos he's fal. We take the mickey 'cos he's lat, loathesome and obnoxious. And because nobody likes him.

Dear YOB. Could you tell me if Sega are converting Super Hang-On to the master system i Jason Samuel, Aberdare, Mid Glam.

YOB: Yes: no.

Dear YOB. Recently I was bornd and was forced, though I am now totally ashamed of it, to read another computer magazine. and was horrified to see that it said that the ST sound chip is poor compared with that of the Commodore 64. Please tell me whether this

is true Craig Dave, Wallasev. Merseyside.

YOB: I'm alraid you'll have lo lop yourself, old chum -

Dear YOB. In the resurgence of speculation regarding software pricing and piracy, I thought I'd better voice my opinion on the subject and make a prediction. Way back in the heady days of the rubber keyed 48K Spectrum. the name of the great Ultimate Play the Game was on aff ZX lips. They were THE leading games company, and Their software, priced at £5.50, was second to none. Imagine, then, the outcov

when Ullimate released Sabre Wulf, a decent enough game, but at a price of £9.95 - afmost twice as dear as its predecessor Atic Atar. Can you imagine it? You'll have to, because there wasn't one, save for a few disgruntled software reviewers. The general consensus of opinion, though, was that, okay, it's a little dear, but it (5 Ultimate after all - and it did take six

months to wate. At that time I, being youthful of mind and all, gnored the nagging thoughts that warned me of a prospective rise in software to come, and of course I was wrone. For within a further six months, Sabre Wulf. selling in large quantities, triggered off a chain reaction within the industry, and the price of software rose by at least three pounds. That more or fess brings us up to date. Yes, f know an average Spectrum game costs about a pound less than its C64/Amstrad counterparts, but nowadays you still get very little change from a tenner for a full-price 8-bit

And now I think the same thing is happening again. The compilation packages are the first to weigh In at anything from £12.95 upwards, and although some may argue that 10 games or

more for £13 is still good value, it has to be said that very lew compilations have games of equally high or low value throughout. The question is - would you really pay £3 extra for some games that you'll never play?

I think not But if the argument is a little weak on the compilation front. I have recently seen Microprose Soccer on sale for F15 - on cassette. I admit that in this case there are different type of footy to play, but surely this can't gistify an extra fiver being slapped on. If this policy carries on throughout the industry, and frankly after my experiences I'd say there is a strong possibility of this. Then a disk-based game will damage the pocket as much as the already overpriced 16-bit games Indeed, at a time when 16-bit tames really need to drop a little off their price, an 8-bit Surge will hardly be encouraging, will it

I don't know -- maybe I'm wrong and these are mere isolated incidents. But if it isn't and if the next crappy Christmas conversions weigh in at £15 a Ihrow. you'll know where you heard it first. You have been warned. Stephen Trask, Rochdale, Lance

YOB: One thing you lail to mention is the budget market. Back in the olden days when games were a mere £5.50, the budget market didn't exist. In these days of overpricing. The budget market is booming. with loads of high quality games costing a mere £2. Having said that, software IS expensive - bul there are plenty of games which ARE worth the asking price. But the crux of the matter comes down to the fact that you don't HAVE to buy a game if you don't think it's worth the money. In fact you'd be stupid il you did. If next year's 'crappy' Christmas conversions are £15 you really would be a dumb idutz If you actually bought them.

Dear YOB, I own an MSX and I was angry when you stopped doing the MSX-tra section. I buy C+VG not only hoping for MSX-tra, but for news about games and PBM's. At school my friends say the MSX is crap, but f think it's

just as good as the C64 and Spectrum, Please restart the MSX-tra section and tell me and others what you think of the MSX leftrey Richardson Sunderland.

YOU: The MSX is a neat little machine - bul we don't coveril because it's gol such a miniscule user base. There are more BBC. Electron, C16. and Atari 8-bit owners oul there - so it wouldn't be lair just to run an MSX-only column. Serry, Norry.

Dear YOB. I am fully ashamed on your mag, ft said in lanuary's issue that 'there was to be given away a free demo, and we think it will be a great hit' You must be joking. I can think of far more better games than Brainstorm Please could you not be so much I know your just doing it to sell your mag Bruno Amorelli, Waltham Cross, Herts.

YOB: I'm fully ashamed 'on' you maley boots! E-lor your English, and a black mark for wingeing without cause.

Dear YOB. I'm writing to you because I would like all your latest info (posters and a magazine). So I would be grateful if you could send me stuff, I also would like more Sega magazines in the shops What have people got to order in a shop? It's rediculous. Mario Samo.

YOB: Whal do you think I am? A blinkin' charity or something?? I don't give out any Ireebies, unless you send me loads of dosh or something equally desirable - like a beautiful sister if you've got one. Anyway, you forgol to include your nam and address, so even if I dld want to send you something,

I couldn't. By the way, D. Ior

your English. Dear YOB. Whilst I was in an arcade in Whitby I saw an Ouliun Sim and went over to it. I hadn't seen an Outrun for ages, so in I got, banged in 30p. selected the tune, but when I set off I moved the wheel to The left and the s@@*ing car





went right. And the gears were opposite loo! This has

Anyway, your mag is a STONKING good read. Chris Rigg, Harrogate, N Vorke

YOB: There's nothing worse than putting your dosh into a machine and linding it doesn't work. The other thing that makes me seethe is when areade owners don't renovate their machines properly — pinball machines with taulty flippers, coin-ops that don't have all eight ioystick directions, and crappy lire buttons often tempt me to put my boot into the coin slot. It you hought a Mais bar, you wouldn't expect it not to have any chocolate on it, would you - it's exactly the same thing with coin-ops. When t put in my money, I expect a full-working game that t can enjoy.

read every C+VG that I can get. Usually I read it the same day it comes to Finland. C+VG is a good magazine, but it has one problem. My hobby is PBM games, and C+VG has

information about PBM games on only one page. I believe that PBM games need two or three pages even more! Most of my friends agree with me Mikko Mantvla, 00170 Helsinki.

YOB: A for your English, but think PBM gets far too much coverage already11 They just smell too tunny and are too vicious - well my Mongoose is, especially when I play by It.

Dear YOR. I currently own a brill Nintendo, but I am worned that with the Konix console, Engine and Sega 16-bit all coming out soon, my Nintenda will be forgotten about. Please reassure me Joshua Galaun, Wimbledon.

YOB: Well, Jash, me old mate, I'd like to be able to reassure you, but . . . Oh dear, oh dear . . . Nah. I'm only joking! The other consoles you mention might have the edge technically, but the standard of Nintendo games does seem to be on the up and up (witness Gradius this issue!) and the vast user base in the US should ensure a steady flow of new titles for a few years

to come. So don't worry -be happyl

Dear YOR I am writing to see if you would send me one of your fab C+VG T-shirts. They're so good I'd resort to anything, even flattery

viz: Your mag is exquisitely comprehensive in all forms FAX to AGM to Mean Machines. It is the bestest games mag around in the

Doesn't phase you, huh? Well. I'll have to resort to brutality. If you don't give me a T-shirt I'll break all your arms and legs and shove a copy of Commodore User

down ver throat Not Ihreatened? Okay, okay, you win, I'll have to resort to grovelling. Oh. please, please, please, please may ! have one of your wonderful, stonking treasure the T-shirt and it will be one of my most prized possessions, and as an added bonus it would be good advertising and this single freebie would doubtless compet my fellow Australians to order one So how about it? Did I earn

Jason George, Victoria, Australia.

YOB: No. No. No. No. No. No. No. If you think they're

Dear YOR I have wrote (sic) to say "I am not very pleased with Playmasters, "Why do you pokes? You rately print Amstrad cheats and pokes (I myself have an Amstrad). I am very disappointed bul I forgive you on one condition - you print more Amstrad cheats next month. I have sent some tips for Hairier Attack to get you started. Chester.

YOB: Car! Flippin heck! Tips lor Harrier Attack!?! Stop the presses, Jazl Look, Dave, if we received any decent Amstrad tips we would print them, wouldn't we? Obviously C64 and Spectrum owners are much better at hacking than Amstradders. CPC owners prove me wrong or lace the scorn of the YOB!

Dear YOB. Crawl . . ramble . . . blah . . fawn . . etc Reiner Wald, Rathauseasse 14, 5300 Bonn 1, W Germany.

Now I've got a totally Until the beginning of

February *89 I could watch the English TV programme, SKY Channel. Then they changed it to Eurosports and SKY Channel can only be seen in the UK. Just then SKY started to broadcast the Dolly Parton Show from the evening. I really went crazy

So, now I want to ask if someone in the UK would be so kind as to record the show for me on VHS video (Lam willing to pay). I'm so desperate because here in channels will never send these shows. Thanks a lot.

YOB: Sorry I didn't print your letter Reiner, but it was a bit too crawly for my liking. However, your PS was most entertaining. Doesn't it just go on to prove what people say about it "taking all sorts", readers? Oh. well Anyone who can belo Reiner, please get in touch. This has been a Reader Service Announcement.

ay vasters

It is with a smiling countenance that I bring you this month's Playmasters. For along with a aplendilerous solaction of low-down chaate, saxy POKEs and wholesome hints, wa also premiare THE PLAYMASTERS, the delinitive UK highscores tabla that covers all aspects of the gaming hemisphere. If you have some tips, hints or maps, send thom in via Her Majesty's postal sarvicas, making sura your anvolope is addrassed to PLAYMAS. TERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LON-DON, EC1R 3AU. Thero's a big bundle of software on offer to the sendars of the finest tips of the month. This month Mr Barry Monger of Hayas In the tha shire of Middlasex walks off with a stonking graat package of goodies. Who knows, next month it could be your turn . . .



Julian Rignau

MUNSTERS

hacking lapes? Apparently whole host of happy hacks number between () and 5). POKE 2049, 120: POKE 2050

PACMANIA

Another Breaker poke, this 165 (RETURN), then SYS

GAPLUS

Wot a Inflic conversalion this hand in the form of an infinite lives poke Load the game, hit followed by SYS 4099

TARGET RENEGACE

In case you Spectrum owners especially for you inlinde lives are yours for the taking in the Speccy version of this



▲ Ghostfy help is at hand

lunky old beat emup. Get to down CAPS SHIFT and B and you should get an asterisk should reappear bul without colour so start playing again R-TYPE

Jes from Omagh, N. Ireland, Giern Finnigen and Craig Moore of lichester and David Mil chell from Pettswood all sent in this cheel for the ST version of the fabby shoot 'em up Load the game as usual then when you're eaked to Insert diek B hold down the HELP key and type ME. Press the up-arrow key and put the second disk in the drive to continue. Hill the

space bar to begin and you

cen use the following keys for some wacky effects: F5 loggles belween Invulnerability from

ellens and walls. F6 loggles invulnerability from allen fire. F7 Infinite credits. F8 gives mouse control of The pod, making for a pratty good two player

geme. SDI Another ST cheat revealed by Jas of Omagh which lets you

pressing the function keys Gel yourself onto SDI s high score lable and lype ALERIC

DALEY THOMPSON'S OLYMPIC CHALLENGE

Reading s own Paul Bennett. and our regular lipster-type. Kingsley Hyam have a pelite cheal for the Amroa ver

Ocean's arm-wrestler Load Then Type in HINGSEN-J (use Press the DEL key and Ihelegend "DEMORT should appear on the lop of the screen Now type "-J" and press the DEL key again and "MEGA-DEMO" should appear, and lo. you can nartake in the event of your Choice simply by pressing a lunction key And with three

REVENGE OF DOH

Kingsley Hyam reckons that if this game, while holding down screen from Peter Johnson's lorthcoming conversion of

Robocop Cool FUSION

A rather jolly cheat mode for a rather jolly Amiga game from Populous Start the game as per usual collect the ship then fly to the top-left of the playing area where you and drive into the corner Now type m "STONKER" and re-enter the ship. If you now press D. you will cycle Ihrough the avariable weapons, and pressing C Repeal Ihrs process on the able to fly Ihrough walls if you press the "I key and pick up

them and press "F" Thank ee

In Kingsley Hyam and David Bartle for that u

DOUBLE ORAGON

Bazz n Dazz of Wicklord reckon you should play in two player mode and gel both players killed until you have displayed on both sides of the screen Press both lire you should lind yourself with infinite lives. Richard Smith of you lype 'R U CALLING MY PINT A POFFI" on the life screen and press Return you If be able to kill every opponent with just a prodict

BATMAN

If you re really slumped on "The Penguin Plot" here are some lips from Harry the Hacker which should get you well into the game. Balarang The men with ouns until they useful bag of crisps (you can clowns in "A Fele Worse Than Death 1 Use the spanner to fix the computer then insert The disk. Use the badge to get past the policeman and take The rope, then climb up the lirst ladder you come to collect the forch. Go down and use the key to open the lactory door. Use the rope to gel down the lift, then you should be able to walk right you go back up.

problems with the Joker in "A Fele Worse Than Death should be pleased with this complete solution from Barry Middlesex

From your start position in the park co left down then noh! Keep going right and get the light bulb From there go lett up left and up and lake the Balarang Go down, lell, down and left. Use the light to the door. Use the bar to break the door open, then drop the bar. Go left and gel the lorch. Then an down the ladder. The next room is also dark so switch on your torch and watch out for rals. Now head down Then lell and up



▲ Spooky highs are here-to hourd you.

and pick up the carrot. Go. down, nohl and up and collect the gas mask which you enter the room to the nohl Go down left down and down again. Go right until you up Go up il unlil you come across some leeth, which you should pick up and use. Go. down right, up, up, left down, lell up the ladder down, left and pick up the lish. Go noht. down and right again to find a bag of money, Then go up. right down right, up, up the ladder. Get the ears, use them and then drop them. Go down the ladder down right, up nohl, up left, down, collect the pliers and you can now defuse bombs rust by using the phers

To find the bombs you have lo go all the way back, so go up, right, up left down the ladder deluse the bomb Head right, then down, then lelt, down, left as lar as you can go and defuse the next bamb Then go up, left, down, leff, up up again deluse the bomb, go left, and defuse the down and gel like handcutts Go up, right down the ladder right, down, down left, up. down, down. The ladder left and deluse the bomb. Walk left, climb up the lader, go up and deluse the bomb. Thou it sright up left, down, left and defuse the bomb. Go up down, right, up right, down left down, down the ladder right up the ladder, right, up up again, lelf down the ladder, left, up the ladder down down, right, up right, down right as far as you can go, then up nghi, up left up

lell drwn Jeft and lake the ladder, right, up get the milk down left down left up left down, take the object and drap il, ao up, nahl, un, un lhe ladder, up. collect the knile. an down left down and left the ladder right, down, left, If you hit him as before he will down right up, left, up, up opportunity to slap the cuffs again and take the camera Ihis?) Anyway, use the camera then drop it. Now oo The Fire Fair appears in the log lell of the screen. Now go notif up up and left then use the money. You should now lind some ammunition on the floor, so pick if up and go right down down then confinue highl until you can go up Take the gun, go down right then up. take the coconul. Ihen on down and continue right until you reach keep pressing the lire button

the teeth. Use the

take night, up and left to a room with a similar card in it Use your card and you should then be able to walk through the large card as if it were a door Go left, collect the can. Roller Coasier Go nohl climb which you should also climb when the earlies fly nast) appear Grab Ihem and walk

left up the ladder and nobt

Hit him repeatedly until he

again and hil the loker as

belar. Now an right, down

and you should see the Joker

runs off. Then go up twice and

hit him again. Go iell and left

sunglasses and or the lurkey, then Chone you had and you need on a fund. Y asters





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The game categories are as follows: Software House of

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e Year, Game of the Year, Adventure of the Year, Arcade Game of the Year, Strategy Game of the Year, Role Playing Game of the Year, Programmer of the Year, Best Original Game, Best Corn op Conversion, Best Graphics (16 bit), Best Graphics (B bit), Best Soundtrock (16 bit), Best Soundtrock (B bit), Best Soundtrock (B bit), Best Simulation.

In addition there are four machine specific awards spansared by individual magaiznes. These are the C+VG Console Game of the Year, the Commodore User Amiga Game of the Year, the Sinclair User Spectrum Game of the Year, and The One Atari ST Game of the Year

Get your vates in now. We have ten C+VG 'Stanking Good Read T Shirts to give away to ten lucky vaters who are drawn out of our mail bag. Vate now.

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MISSING IN ACTION

Konami must be very short of new ideas If they think they can lob us off with Missing In Action - a game which would have been new and innovative several years

For Missing In Action is horribly reminiscent of Green Beret and a very bad Green Beret at that. The graphics are very stylish, large, colourful and well drawn. But the movement Just watching the game gave me a case of the shudders. It's jerky and totally without realism. In fact, the characters all seem to have trouble running, I think it's because of the high knee action and the lact they appear to be running a lot faster than they actually are.

That grouse aside, the ame is much the same as the onginal. You are given an enemy - hit before you're important mission which means moving behind enemy lines and you're immediately spotted. The enemy rush in from all sides and you've only got your two fists to rely on, that is, until you can pick up a weapon

Hall the time your best form of escape is to run up one of the many ladders and onto a higher level. The

enemy is always hot on your eels but this gives you a little breathing room. The airfield scene is particularly fraught. As well as dodging your pursuers you'll have to find your way round the huge transport planes which roll towards you with their propellors sweeping your getaway route. The only way out is up the ladder to the cockpit, along the spine of the plane and down the other side. Tricky when under pressure,

Jungle scenes follow and you'll eventually play back the way you came to the airfield scene again - the first time I've seen a horizontally scrolling game play from left to nght. On the strategy side, all you have to do is make sure you keep one step ahead of the hit, and II you're out of range, drop to the ground to avoid the bullets and

grenades whizzing your way. Missing In Action is a another attempt at a well worn theme. The graphics save it somewhat but there are more innovative games out there

▼ Lost In Action — owes a debt to Green Seret.



▲ impressive congratulatory screen at end of level two.





ig fast vertical shoot

IMAGE FIGHT

Irem's Image Fight has that certain something which makes it instantly more playable

Once again you're puised to take on the lirst wave of attacking enemy, and they swoop down with a vengeance spraying you with

clouds of deadly fire halls As soon as you destroy the first attack wave you can go for the pods. Little sate fite ships which attach themselves to your wingtips

and duplicate your fire. Red pods are more erratic; they fire in the opposite direction to your joystick movements and in 16 directions. Blue pods are more stable and fire straight ahead. Up to three they make a hell of a difference of your fire

The graphics are very typical of Irem, and very close to the chunky colourful style found in Mr Heli. The game tiself moves fluidly and there's enough coming at you to offer quite a challenge. While there's nothing new here you'll find Image Fight extremely

ASUKA 'N' ASUKA

My heart sank as t attempted to play Asuka 'n' that the game's particularly difficult, it's just that it's similar to every other vertically scrolling shoot 'em up ever released.

You control a craft which starts off at the bottom of the screen and must shoot the

squadrons of alien craft. Equipped with rapid fire and a smart bomb effect. annihilate each attacking wave to produce a nick-up symbol which increases the

strength of your weapons. Some of the aliens are pretty hard to deal with down like vicious catherin

wheels spraying the area As in all such games, the

best tactic is to keep a weather eye on the canon balls while systematically more to say about Asuka 'n' Asuka. It's a pretty average game.







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vertical stone, stopping only A ponchalant pose.

STRIDER

Strider from Capcom is a game which defies the laws of gravity, tt'lt have you

climbing up the walls As the name suggests your character strides manually over the rooftops of some loreign city. Walking the method which is a bit strange. Walking down a 45 degrees and still manages not to fall over!

Attackers and alien objects hurl themselves at you from all directions, though these are quickly despatched with the aid of a flashing boomerang of light, Knock our some llying aliens to pick up an object which follows you around like some little around you shooting your attackers - rather like a satellite ship in shoot 'em UDS.

So over the rool tops you harge, cartwheeling over seemingly impassable gaps and charging on through catwalks to the next section a cinch as you shin up

long enough to knock out razor sharp revolving knives which lie in your path.

The graphics are large, movement is fast and the whole game comes over as being something a bit different However there are one or two borrowed themes, the main one being your traditional end of level

monster As you helt into the council room at the end of the level, the councillors rise and line up one after the other to form a huge thrashing monster complete with massive pincers at the front end and whipping tail at the other. The only way to in the centre of the floor and keep firing. Eventually it'll form a circle and when its tail

backgrounds, monstrous tigers and other creatures. Strider is last, it demands a lair degree of skill of play and offers quite a challenge ▼ Plenty of robot-biffing fralics







4 The contestants line up.

FINAL BLOW After the excitement of the Bruno v Tyson fight, what

¥ An arcade knockout



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Being a mercenary type, CH is

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Konami's Gradius, or Nemesis as



The ony hiding place on level

onginal machine, and apart from everything moves smoothly complement of weapons. Sound is iso faithful to the coloron with

As well as packing in all the have added plenty of their own in the form of cheats and hidden possible to get an extra man and 5000 bonus points by completing also a myriad of other secret

Nintendo blasters are rare beasts, so don't let this one

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98% **► OVERALL** 87%



weapons are self explanatory, but

Rattler and emulates all its moves and firepower - up to two can be collected with pretty devastating results As with most shoot 'em ups of

this type, the end of each level is which is destroyed to go onto the next stage. The levels are varied, and range from volcanic planets (complete with through a stage-packed with

Nearing the and and Rignall still has two-power ups.

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CYBORG HUNTER The year 2242 years Palegas the lengthed

bounty Futter is the golaxy. Monstrous Cybogs are dispotenting to take control of the Inodor Vigren, Your remaion is to gain access to Viprins's chambers and destroy him Sensit



You are Arre Chrolins, a sweet sman washed setal recentain range with an eminous lover of its peak "first in the Traver of the Dooman. the brown you know that poor dealiny marine



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of disc accessingduring the game. rapid, and pauses are kept to a

Fighter coin-op, and a very

readers - we could be wrong!)

Like all PC Engine conversions identically to the coin-op --- but some incredible tunes that aren't













A Go for it

game is absolutely huge - it s a

▼ CD-ROM — outstanding.







SPACE HARRIER

PC Engine, Mall Order only.

Sega's Space Harrier caused a sensation when it was released in the arcades a few years ago, and looks set to make a smillar impression on PC Engine owners now that it has been converted

to this mega-machine
Unlike the computer
conversions that were release

conversions that were refeased by Elite, PC Engine Space Harrier features all 23 levels that were present in the coin-op original quite a feat of programing? And it looks and sounds very similar

Storywise, there's not a lot to sty about Space Harrier — it's just a case of flying over the kindscape blasting everything stupid enough to get in your way and avoiding the enemy craft and any mistiles they lire in your seneral direction.

The enemy are a pratty wild in weird mob, and range from futuristic aeroplanes to robots, mammoths gremlins and bouncing mushrooms! At the end of each level is a giant monster. which you have to destroy. On level one there's a dragon level two has a loud of spinning heads later ones include androids a two-headed drainon bods and

two-respect dragon pools and opening and closing geodesics. One of the most impressive features of PC Engine Space States of PC Engine Space of the District of the Control of the Control

com-op original²

What higher recommendation

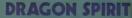
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PC ENGINE

GRAPHICS 87%
SOUND 82%
VALUE 79%
PLAYABILITY 90%
OVERALL 89%







I provide a second of the seco











VIGILANTE

➤ PC ENGINE Mail

PAUL GLANCEY

- ► VALUE
- ► PLAYABILITY
- ▶ OVERALL:





MACHINES

on British televisions for £220—they"l also part exchange an NTSC PC Engine that won't work properly in the UK for a converted one. Ring for details. Sheldura also have PC Engine CD-ROM's for sale (a complete unit with Engine and grames costs £500) and have 18 titles in stock (opnese vary).

For mail order details send an SAE to SCS (C&VG) 655, Green Lanes, London N8 BQY. You can also see and buy the Engine at Shekhana's shop at 221 Yottenham Court Road, London

GET YER PC ENGINES HERE

At long last the PC Engine is now available in Birtisin— although only hongh mail order outlets as present. The proces of software and Enginess are varied at the moment, so we have decided to round up sit decilers and give a comprehensive list of what chy supply, and how much lis costs— it's up to you which one you choose, but we do advive you to phone first and ask about the availability of stocks.

TELEGAMES

Tologames sell two versions of the Engine. The cheapost comes with a SCART dapper and runs on monitors (such as the Philips) or televisions with a SCART interface, and costs £199.95 If you want on that plugs straight into the TV, you'll have co pay £24.95. The software range is good, with 16 titles ranging from £72.64.13.

For the price list send an SAE to Telegames, Wigston, Leicester LEB ITE or phone 0533 880445

MICRO MEDIA

Another new company that deals exclusively with the PC Engine They have large stocks of Engines — the SCART version costs £199 95 (don't forget that you need a mornton or TV with a SCART interface) and a TV version costs £224 95. The CD-ROM unit costs £250 (with interface). All Engine games are stocked, each costs £29 95.

For more details, write to Micro Media, The Moor Hall, Clee Downton, Shropshire Don't forget to enclose an SAE. If you want to phone, ring 0584 75604

PC ENGINE REVS UP

'cos it's Japanese . . . The last two games are

Winning Shot, a golf game from E. Dran Extr. and Son Son (I) a at translation of the Tato coin-op, We've seen Son Son II and to looks brilliant, it's an arcade adventure of sorts, with the hero running, jumping and climbing around a mysiciferestionally scrolling landscape in search of his loduspage firmed. There should be a review next month — look ost for it.

SHEKHANA

Shekhana mail order services is one of the oldest software suppliers around, with over a decade's experience in the computer trade. They stock fully converted PC Engines that run.

PC ENGINE SUPPLIES

A new company that was formed solely to import PC Engines. They self fully converted Engines that run on British tellies for £195.00, as well as the CD-ROM player £5000, an Audio/Visual Booster (with monitarihi-if connections) for £30, an autofire Joypan £200.

stock all available PC Engine software, with prices ranging from £27 for R-Type to £40 for Space Harrier. If you're interested, send an

SAE to PES, 223B Waterloo Road, Cobridge, Stoke-on-Trent, Staffs, 5T6 2HS for a complete price list, or phone 0782 213993









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Next month we have an all-formats review o System 3's new horizontally sorbiling show form up, Dominator — brought to you by the same team that brought you the immensely successful Last Ninja games — as well as indepth reviews of Vigillante, Zork Zero, Run the

Ocean, and all the latest 8 and 16-bit games, Mean Machines has reviews of Californi Games, Time Soldiers and Vigiliante on the Sega, as well as all the hoftest PC Engline on Mintendo tilles — and an in-depth look at the 16-bit Sega and its new range of games. On sale Arti. 41 (or 12.2). Depth mes. It

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Sentil your oil Chardware solly! Inspector net sheeps PO for CS to Mileseselle, Se VO Phony Cook, 30-32 Ferningdon Lade Lendo FCI & Mail

OAT Louis

I've been keeping an eye on this guy for some time. Hai's the one thay call "Mr Big. He know all there is to know adout program copying. He's been in the business of software oil any far years.

But Bob Hay Isn I a prate
Just the opposite, in fact. He s
the softwere industry s
gamekeeper, director and
co-ordinelor of FAST—the
Feder at on Aginal Software
Theft. The man who shouls
"You're knicked!" when

Then. The man who shouls "You're knicked!" when Ramdo, Robocop and Pacman kick in the door and arrest the young acailywegs who've been npping off their

ganete, importation, all's heartiimagnia filis soti apolieni, imagnia filis soti apolieni, imagnia filis soti al dissili, atter tarry one evertital years in the force, which solid the the flamania Embasy, siege, the Gramwick pictel filies and the Southall nots, it's a lar bet than the solid filip solid solid and you mindulately recognise the euflionity of the experimental policeman.

That's what forquent Bob to FAST when he idited from the Mel Back ind 984 the software industry realised in needed to protect its products from copying. People who would never think of the Mel Inching a paperback from Smith's had no gualins about ripping off duplicate lapse and

The law, proving once ager that even if it is not an east that even if it is not an east to come to learne with the new technology "What is a micro-computed" learned judges asked. The groblem was that when the copyright away were drawn or STs and Amgas were mare science fliction. So the text needed a kock up the elephias.

Twelve months fater the legislation had been updated. Ihenks to FAST, Further victones followed and its membership graw so that now all the major games publishere, as well as many business software compenses.

So how does FAST tackle the pirates? Like most good police work it depends on a little luck, a lew inspired has he, he software and parrot on your shoulder pakes have been around about as long as Long John Silver himself. Now long John Minson talks to Federation Against beil ware. Theft boss. Bob Hay about the practice that are about to walk the shank.



A Completions in force way of trulding your names library

nunches a lot of hard work and some solid detection Take this recent history hol from the fries of Bob Hay, (Only the shoe sizes have been changed to protect the

There was this guy edvertising as a mail order software supplier. Now lucking there are still e lot of honest people out there, and one who of leached this still could cleanly see their times still could cleanly see their times the software which possed it nouth with the publisher which passed it.

So did Bob send round the Sweeney? Not quite. FAST is more Sherkock Holmas I han. Dirty Herry. "We I reced him via his advertisements their made test put chases. Eventually we had more than anough to interest both the polition and borelt rading."

When the rad linally came the piete surendered without a light. "We could have entered by the piete surendered by force, but we re not in that melodrametic world! I wouldn't that the mis in oil that sophisticated e come." In the case in guession the accused came clean probably the wisest move as FAST confiscated at the stock and business records as

Not all cases ere so simple

counterfeting software since the mid-eighties according to Bob, when a majol lorgery operation was busted. But there is an international

network of parales halossy inhough profection systems and selling the copies The prates of the Spanish Main have their contemporar counterparts loday. Their dispansation of the selling spansation of the selling spansation of the selling professionally high, which is before pracy or selling to the sort clambs the professional selling the work many of whom socape scall teel because long progressional selling the sort of many of whom socape scall teel because long progressions selling to the sort of many of whom socape scall teel because long progressions selling to the sort of many of whom socape scall teel because long progressions on selling to the sort of the selling to the sort of the selling to the selling to the selling to s

More recently there's been the rise of the hacking crews defently wearing their T-shin around last year's PC Show Bob Hay is dismissive of their common transfer or their transfer or transfer or

can I hink of is the CB I feeks. They gave themselves nicknames. They towed the sounds of their own vorces. They craved attention and were desperate to create a macho image. But what heppened to CB? It was an amusing phenomenon that come as discourage.

"You take away the Image, Bob continues, "and there's only one adjective I'd use to "They say they do il because it's there it's the same thing that draws pec to climb everest or tiek to North Pole. They'd like to us believe that's what the loo, but I don't believe early were at he final timpty.

There is one through Piece, or consistency through Piece, or it is allowed to continue, will discretely the angle of the a

Warming he his I heme, he describes his blushon in Sweden, where pill acy is rife. "I Sweden, where pill acy is rife. "I of the company of the company of the company of the I there's no linearities to slay use all night knodking your brains out if here is not way of getting a return on your swestment." But what if the real scale of

But what is the real scale of the problem? Likely year counterfelt software with a steel value of £1.5 milkon was serzed up in the hould have gone to programmers, publishers and, even if you continue a dama about their losses, should have been plugned back into new

With the law now firmly on its side, industry-wide support to r AST and new measures on the cataly such as an international anti-pracy body, Bob Hay believes that he'll continue winning the battle against priates. But does a liftle copying réally matter that

"How would you feel it somebody was photocopying your articles end stopp from sailing them?" he Which does sort of brir

According to Bob, it bettle to educate the people who support he pirates by buying their little gall copies, robbing the rightful owners of their shareful the profils. Imagine some spotty old stealing your dock and see



